



“Bonnie and Neddy” 1034-209 Original Board



ate 10/16/14

- ☒ Board Team Final 10/16/14
- ☐ Network Approval Board
- ☐ Record Board
- ☐ Animatic Scan Board
- ☐ Conformed Board
- ☐ Design Board
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Adventure Time Created by
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Supervising Director
Andres Salaff

Storyboard by
Tom Herpich
& Steve Wolfhard

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ADVENTURE TIME



Page 0

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night

Dialog:
Action:
Timing:

Production :

EPISODE #

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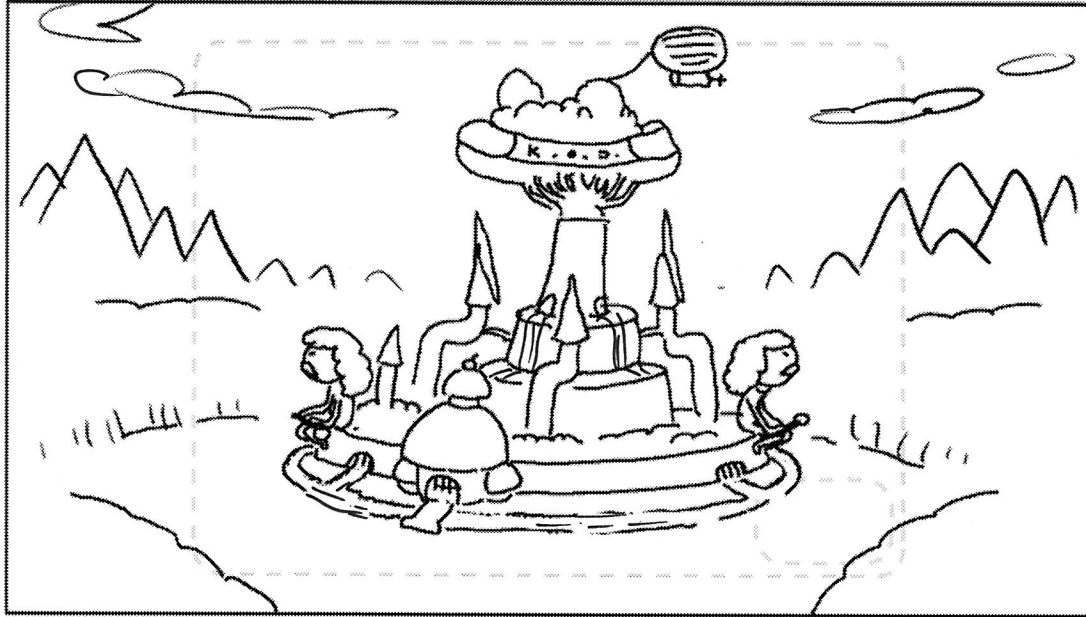
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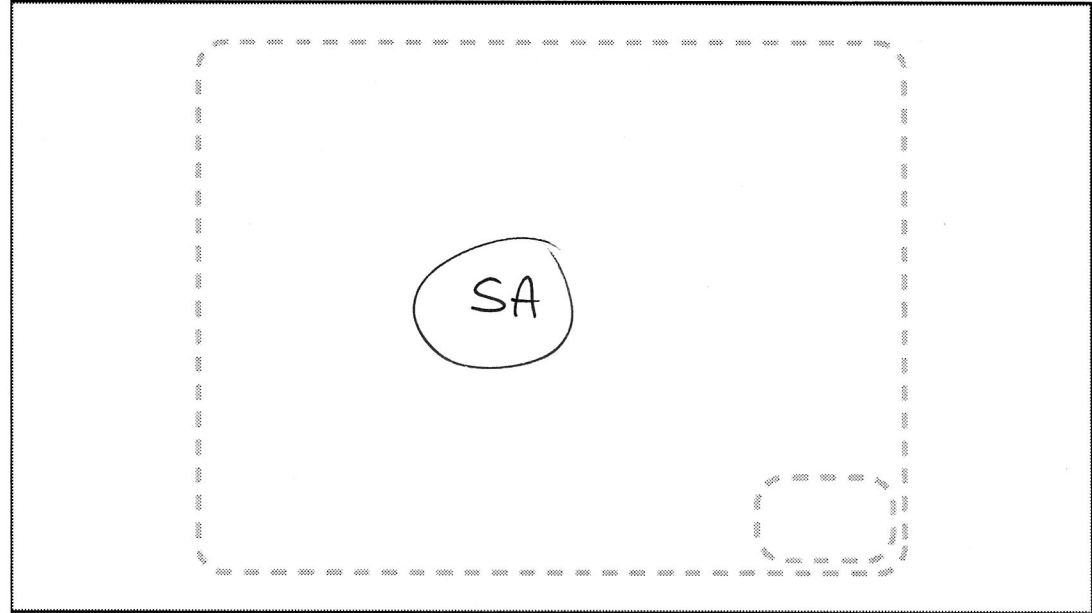


Page 1

Sc. 1 Pnl. A Bg. day night



Sc. 1 Pnl. B Bg. day night



Dialog:

- BEAT -

FINN OS Yea-ah-ah-ow!!

Action:

Candy kingdom has been redecorated by King of Ooo

Timing:

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EPISODE #

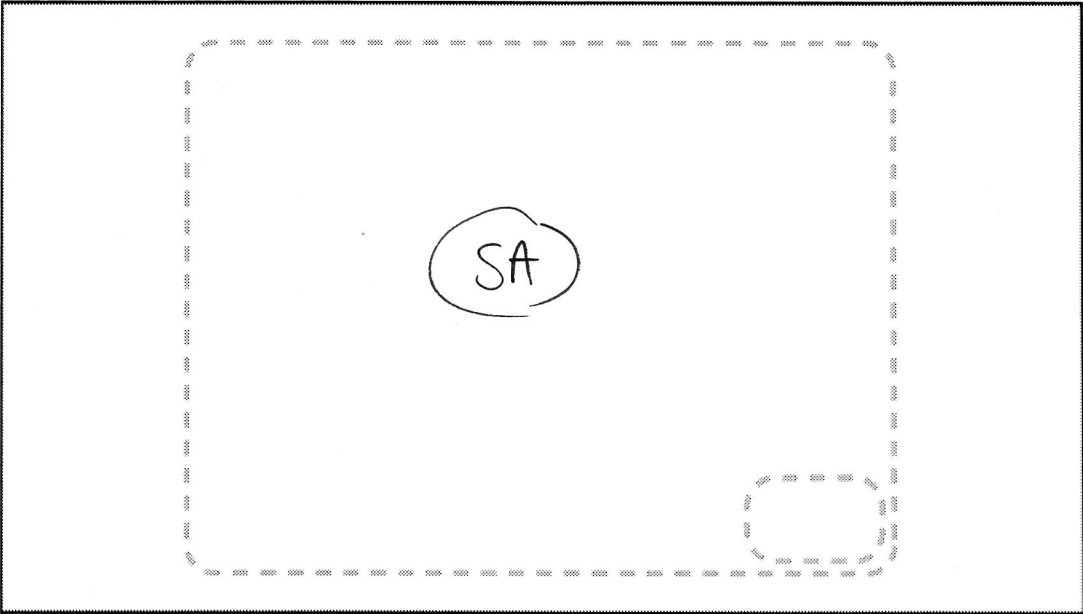
Production :

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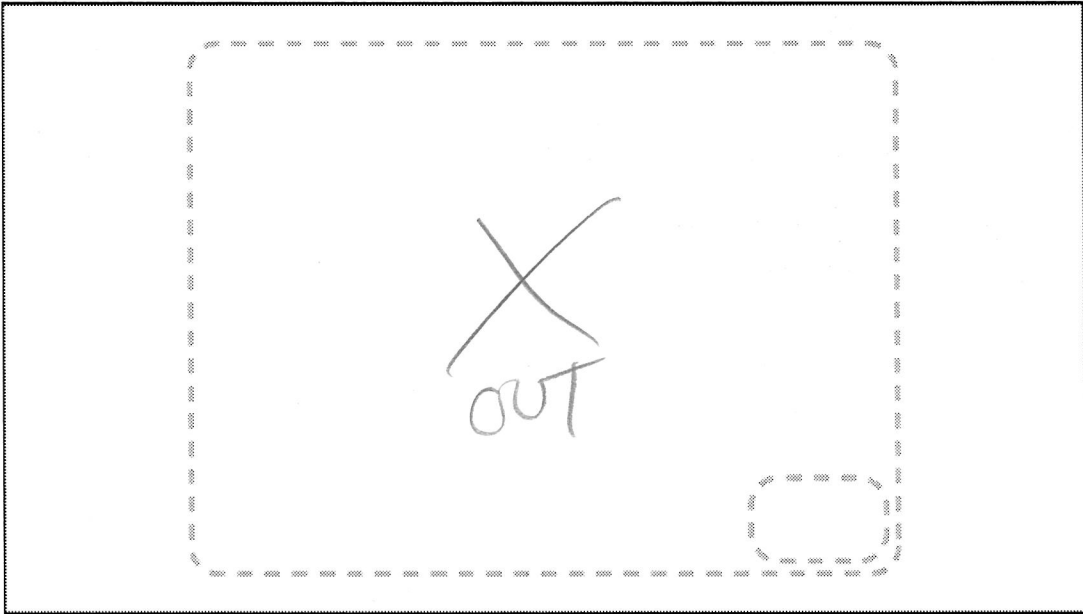
ADVENTURE TIME



Sc. (Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog: TORONTO OS (genuine, to-self): Whoops ...

Action:

Timing:

EPISODE #

Production :

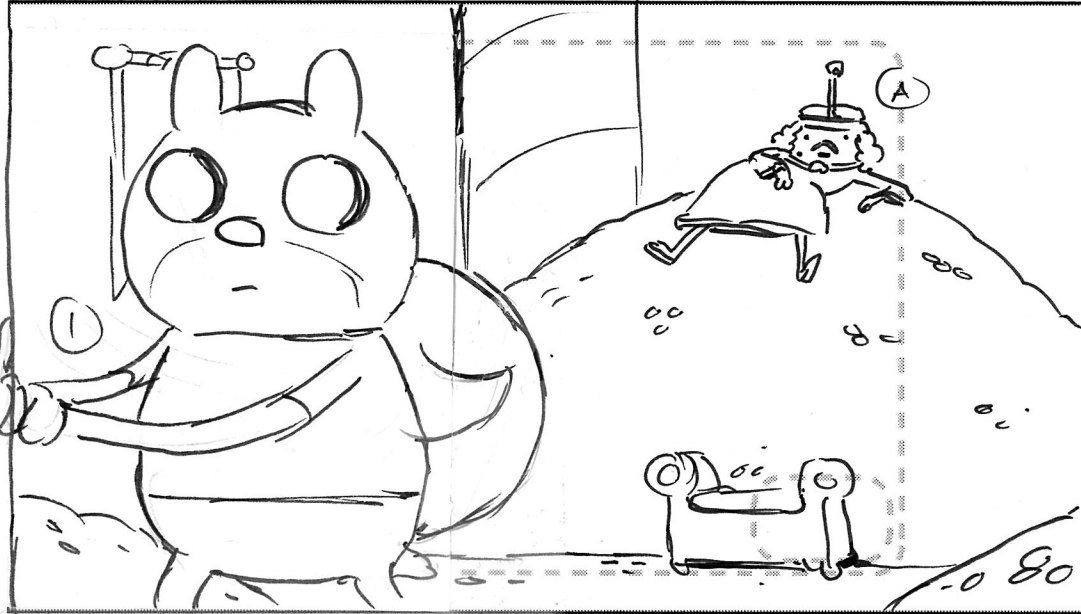
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ADVENTURE TIME

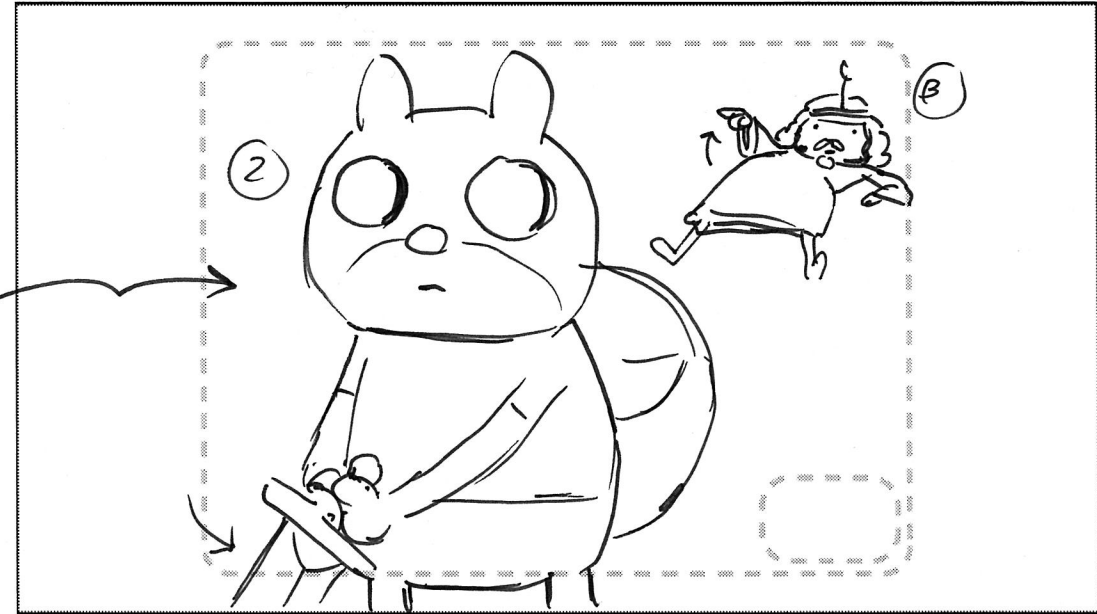


Page 3

Sc. 2 Pnl. A Bg. day night



Sc. 2 Pnl. B Bg. day night



Dialog:

k.O.O. (A) and I (B) dub three,

Action:

- Location is throne room from "RICARDIO"
- Toronto backs in while lowering sword, then raises it again

Timing:



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Production :

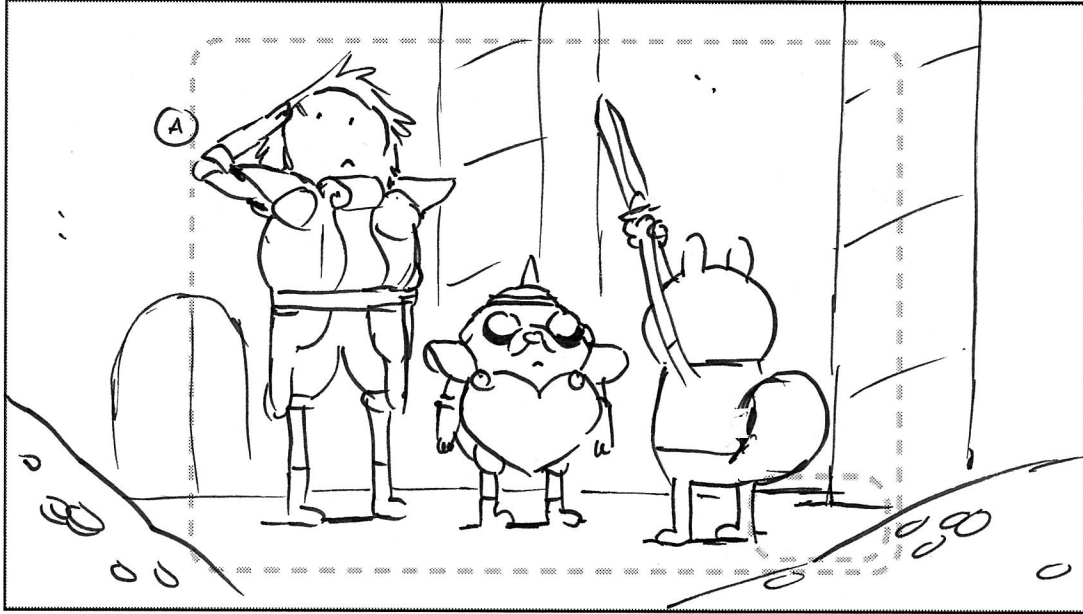
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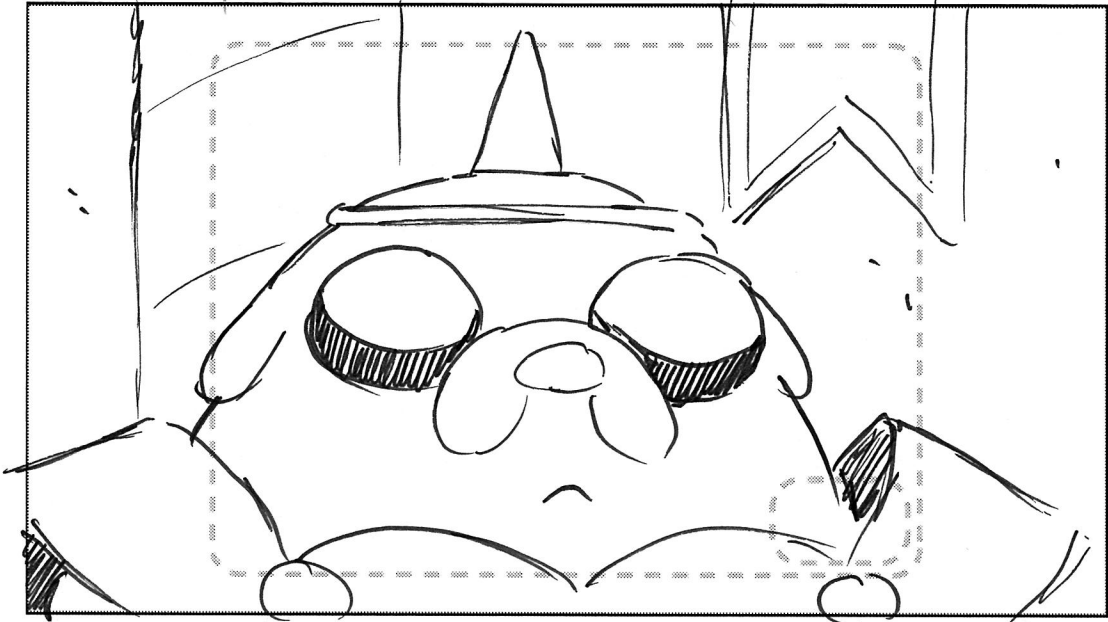


Page 4

Sc. 3 Pnl. A Bg. day night



Sc. 4 Pnl. A Bg. day night



Dialog:

(K.O.O.O.S) → Sir Jake the Dog.

Action:



- Finn inspects the cut on his forehead
A B A B C

Timing:

EPISODE #

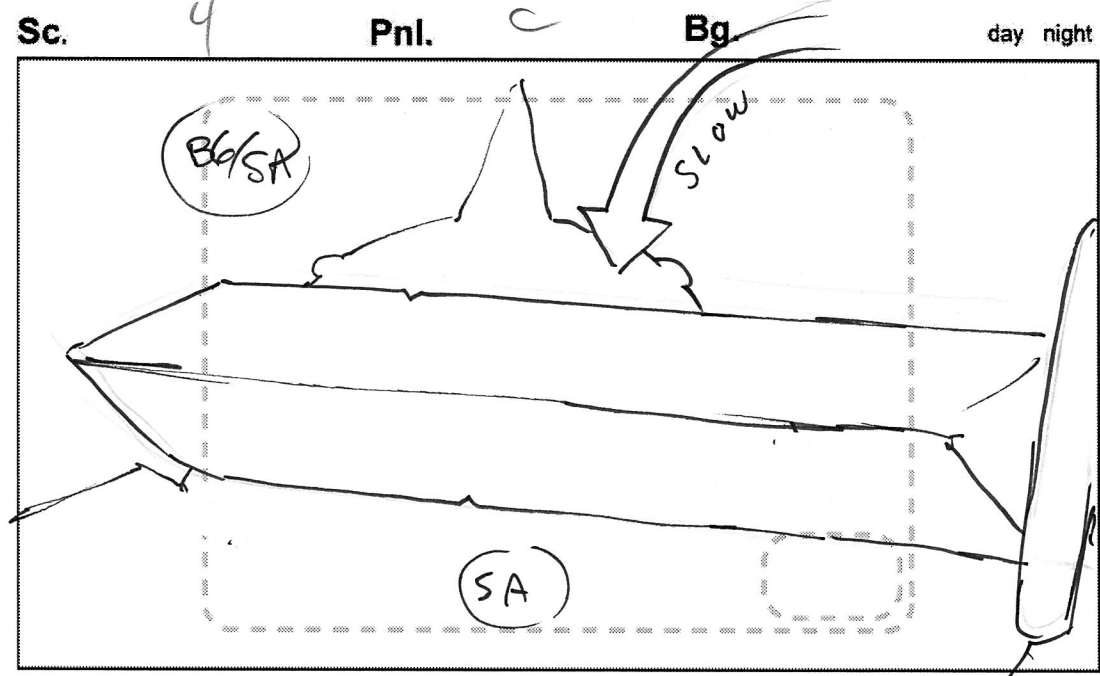
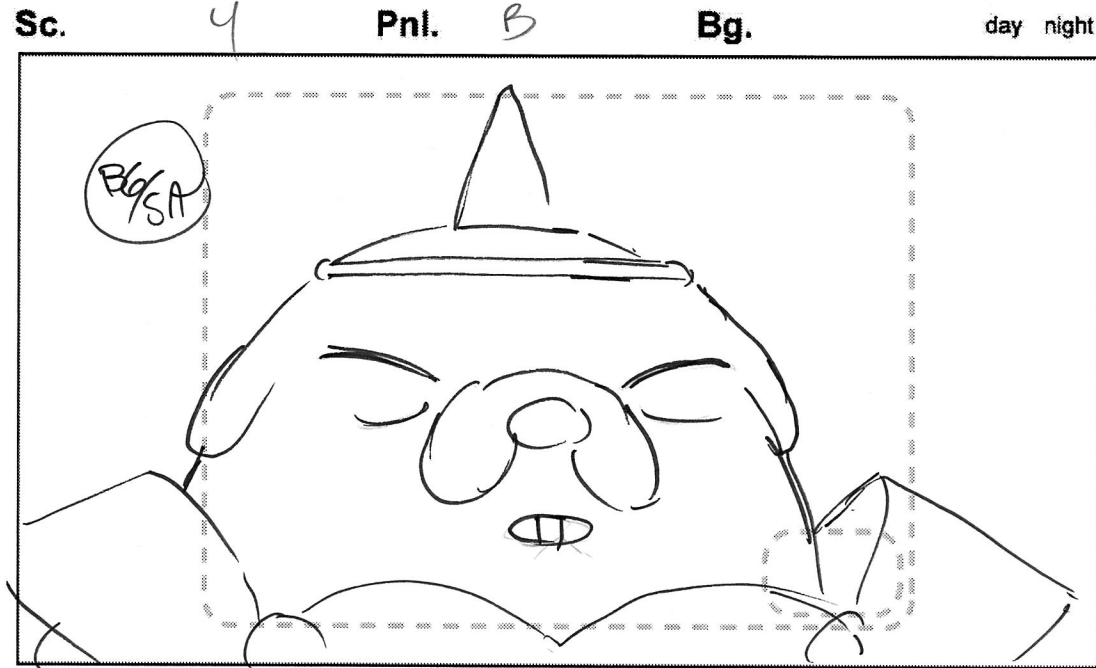
1034-209

Production :

ADVENTURE TIME



Page 5



Dialog:

Action:

- sword comes in slowly to "knight"
joke

Timing:

EPISODE #

Production :

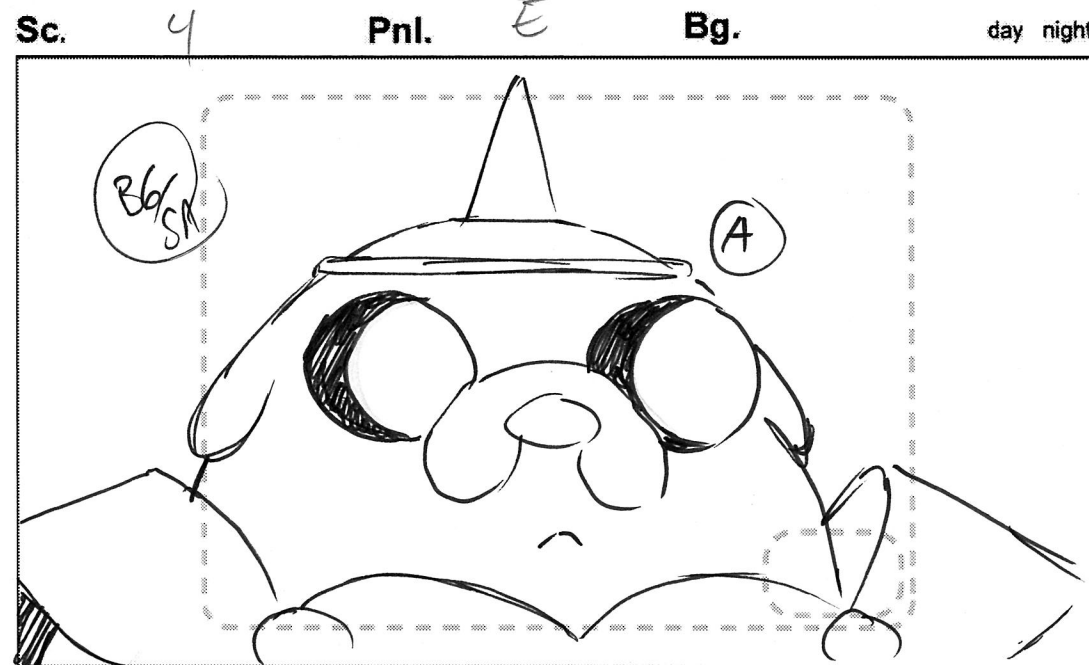
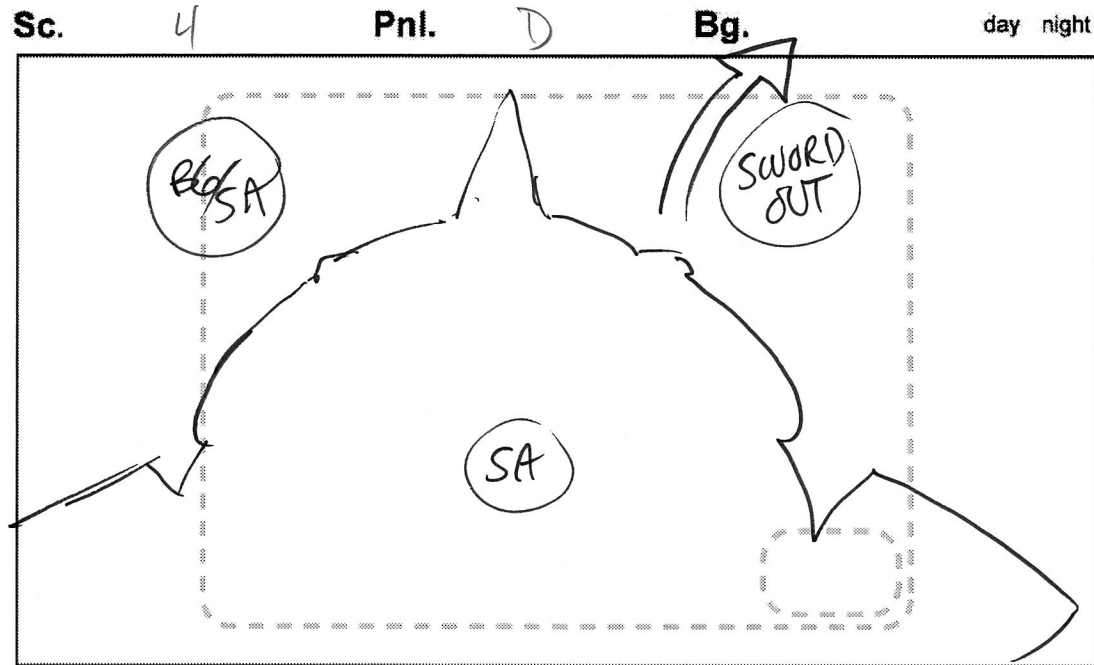
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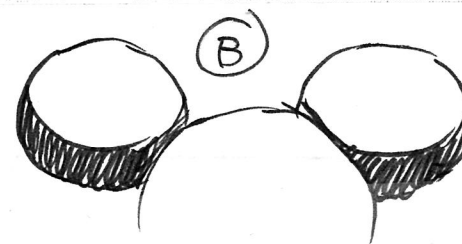
Page 6



Dialog:

Action:

Timing:



JAKE: (A) (B) (A)

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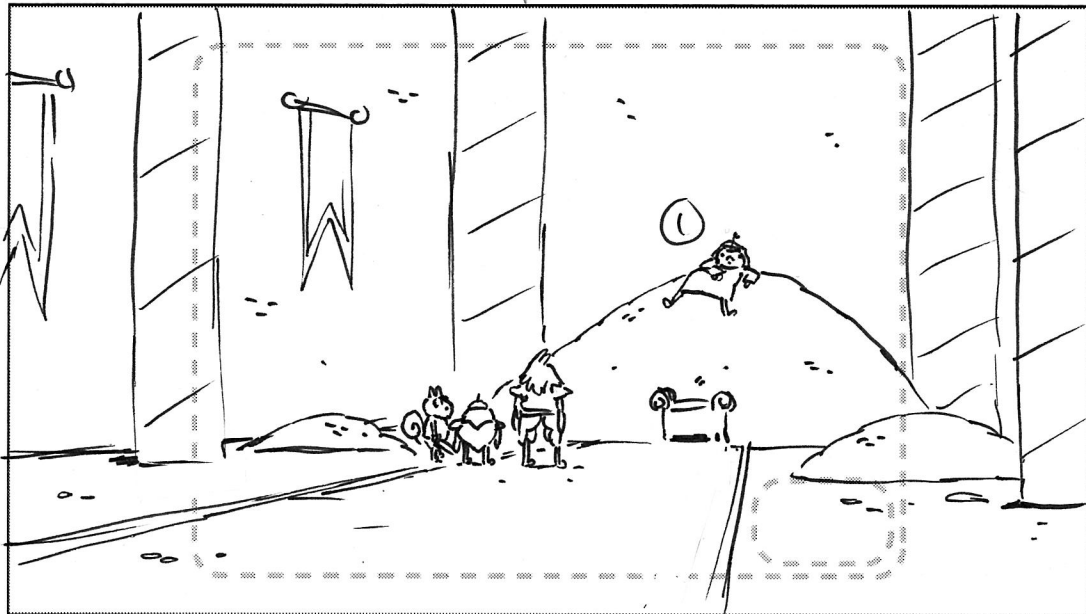
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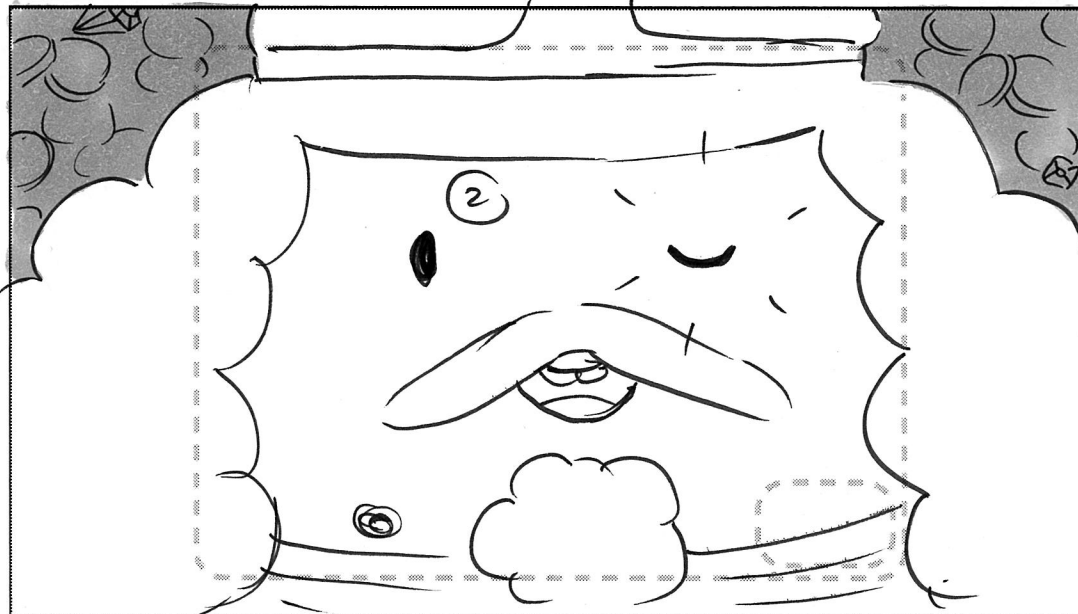


Page 7

Sc. 5 Pnl. A Bg. day night



Sc. 6 Pnl. A Bg. day night



Dialog: (K.O.O.) You two now comprise the royal guard of the one true princess of Ooo...

(K.O.O.) That's me!

Action:



Timing:



Production :

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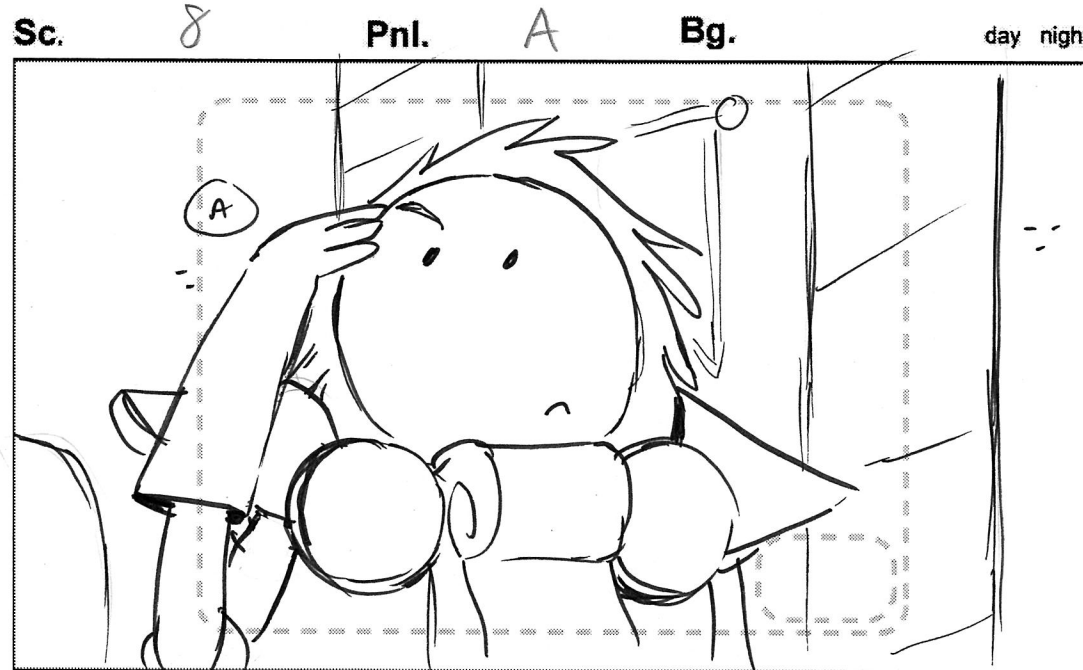
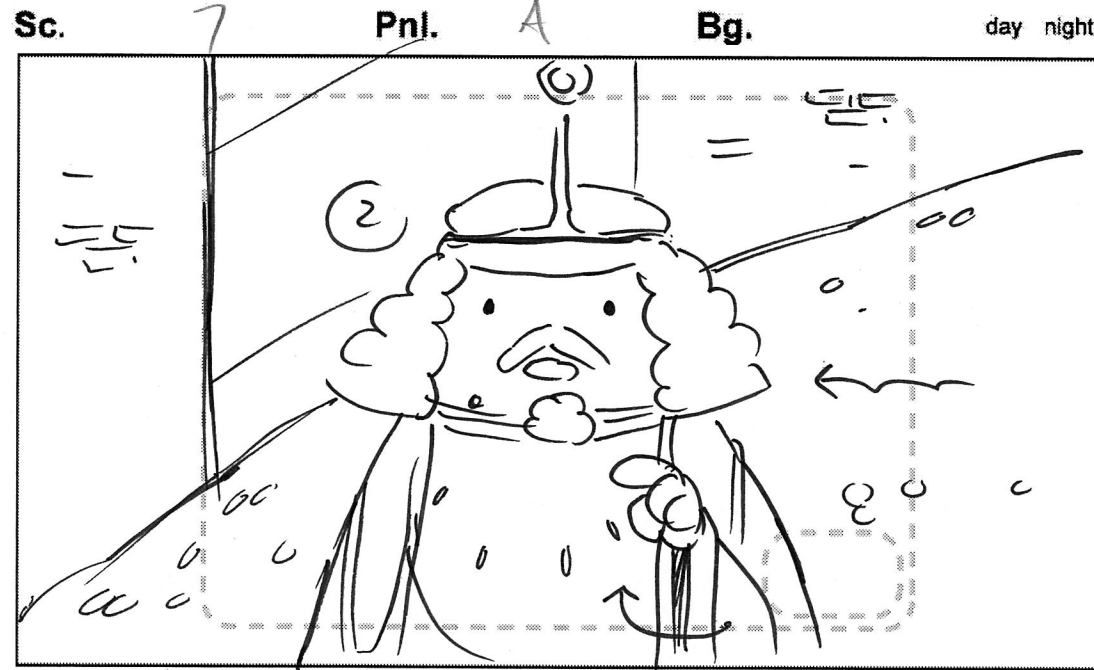
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ADVENTURE TIME



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Dialog: (Koo) As such, you may no longer own property or operate children, → (Koo) and must render all treasures →

Action:

Timing:



A B A B A
-Finn pokes at his cut



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Production :

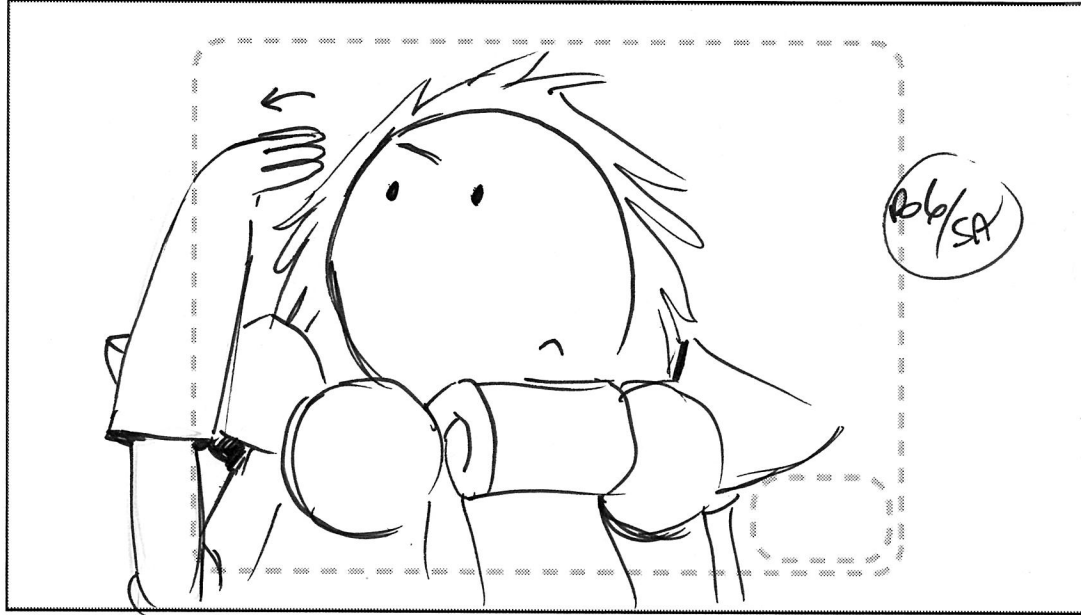
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ADVENTURE TIME

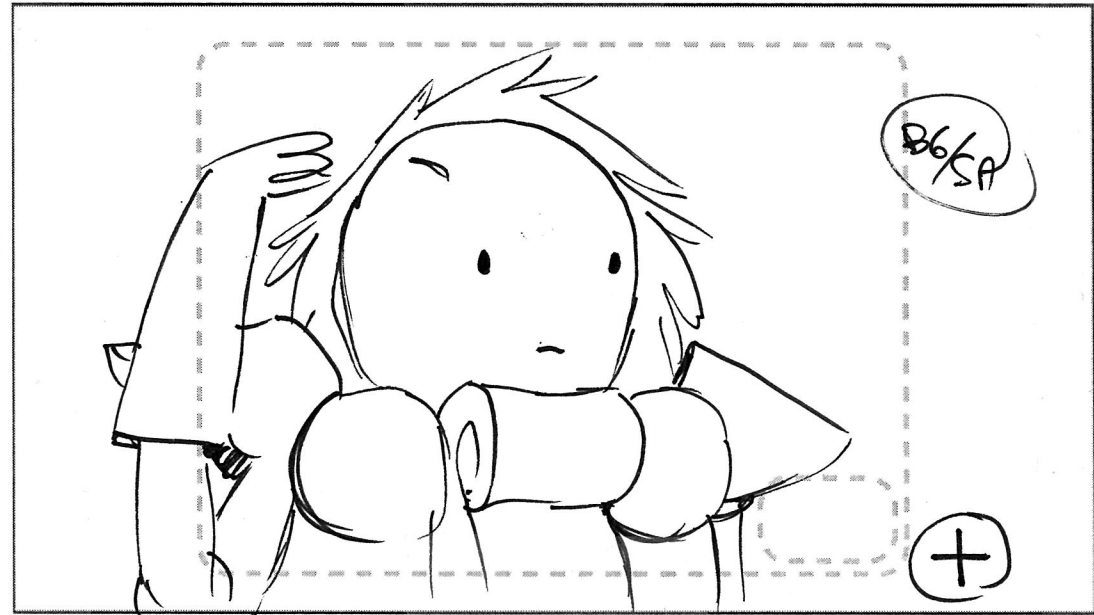


Page 9

Sc. 8 Pnl. B Bg. day night



Sc. 8 Pnl. C Bg. day night



Dialog: (KOO) → and wives unto your sworn princess within a hang man's fortnight.

(JAKE) (OS) *pfft* joke's on you man, →

Action: - Finn look down at Jake as Jake speaks

Timing:

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Production :

ADVENTURE TIME



Page 10

Sc.

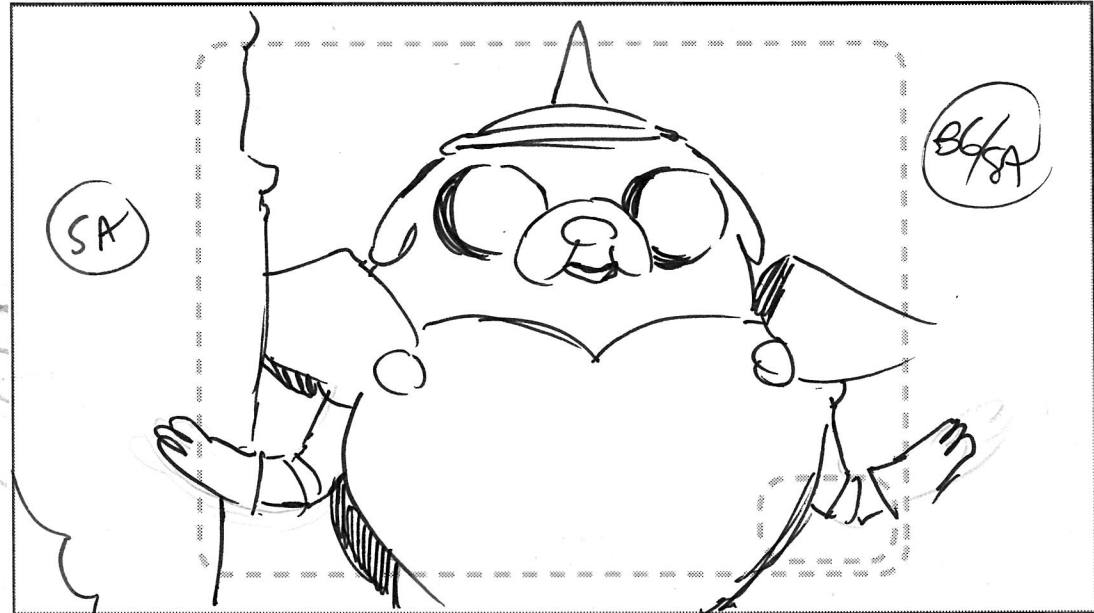
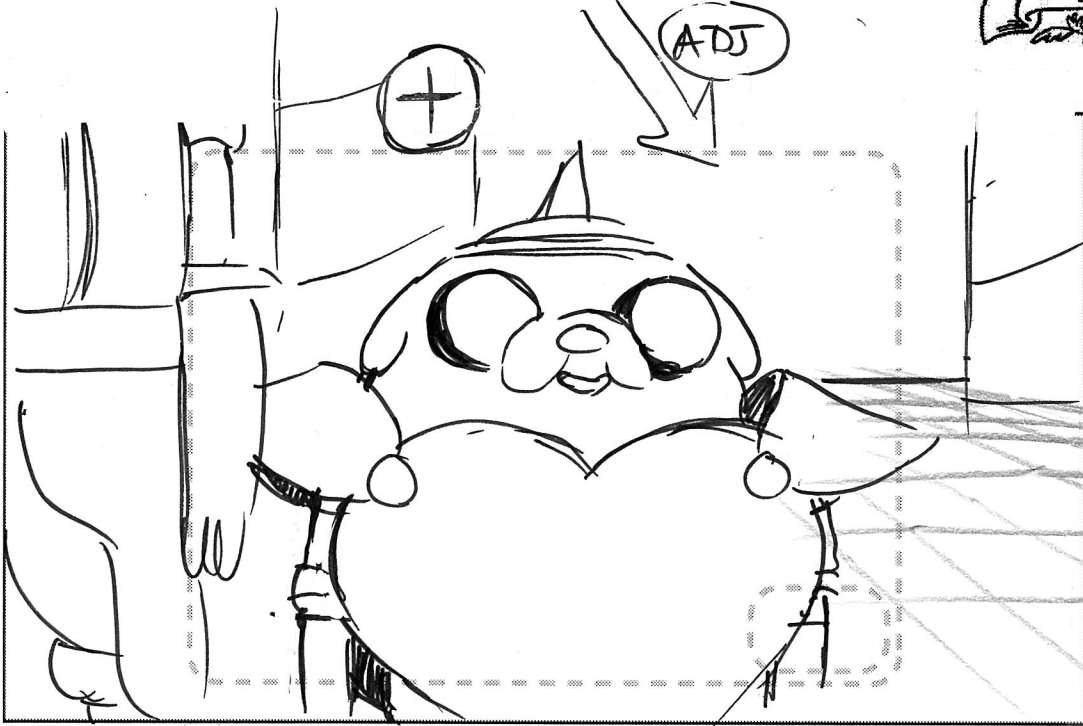
8

Pnl.

E

Bg.

day night



Dialog:

(JAKE) → we spent all our treasure
thu uthuh day, →

→ plus don't even have
any wives.

Action:

Timing:

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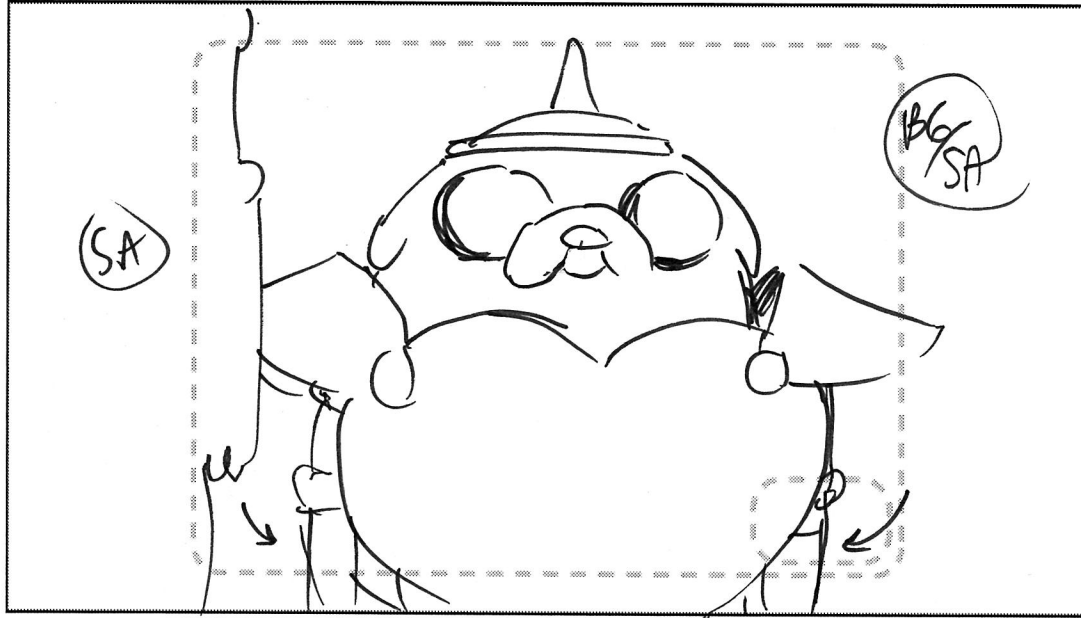
Production :

ADVENTURE TIME

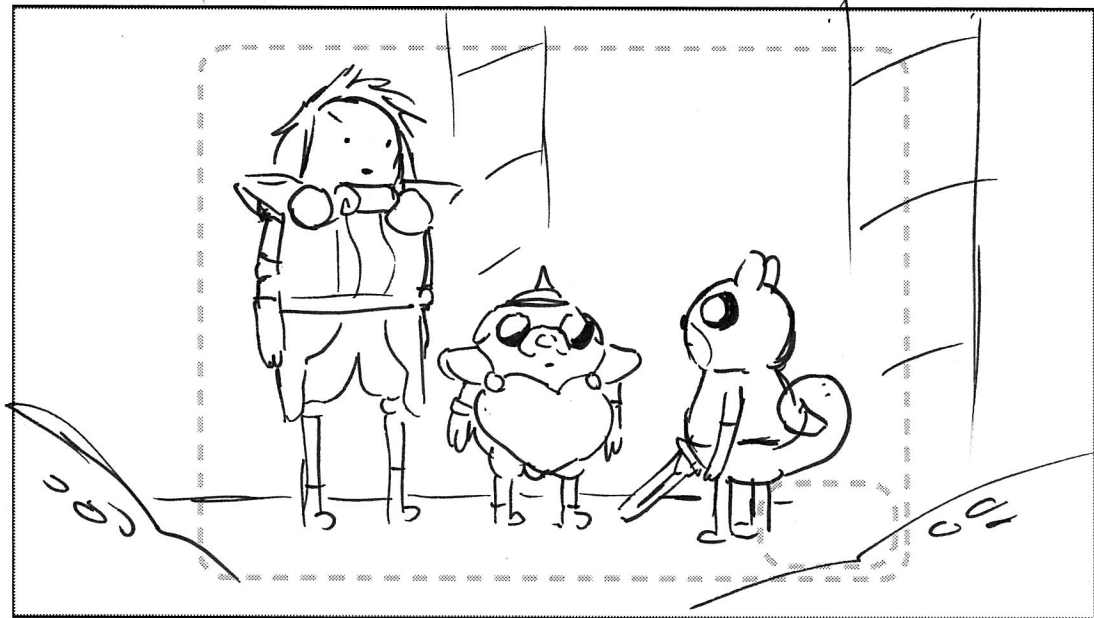


Page 11

Sc. 8 Pnl. F Bg. day night



Sc. 9 Pnl. A Bg. day night



Dialog:

(FINN) OS wait - what?

(F:) → what about Lady?

Action:

Timing:

EPISODE #

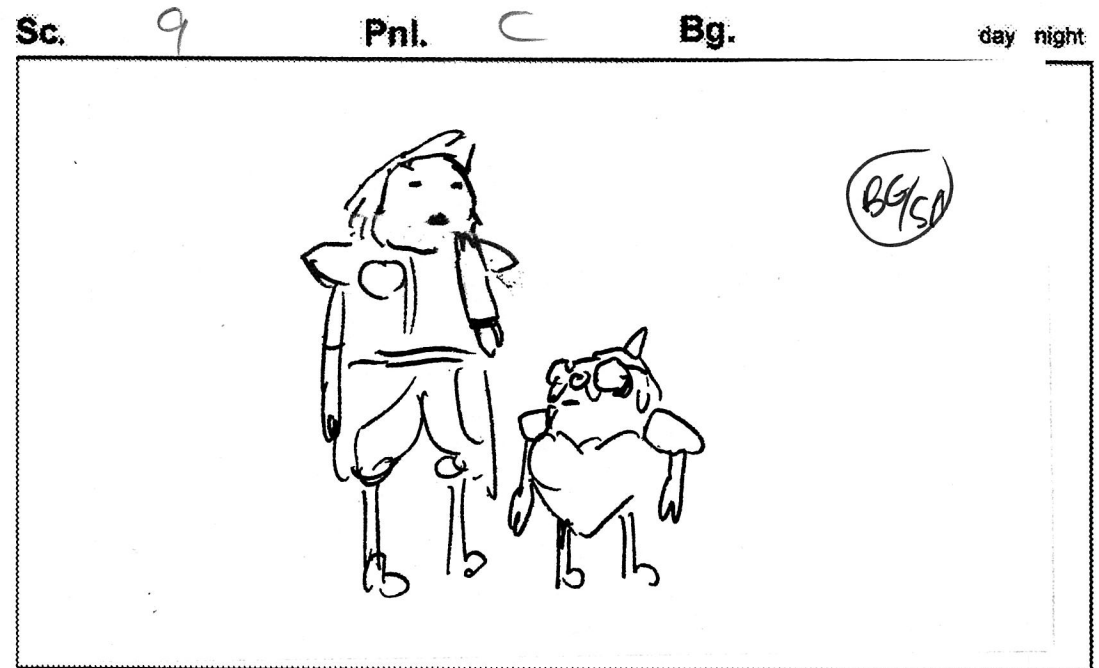
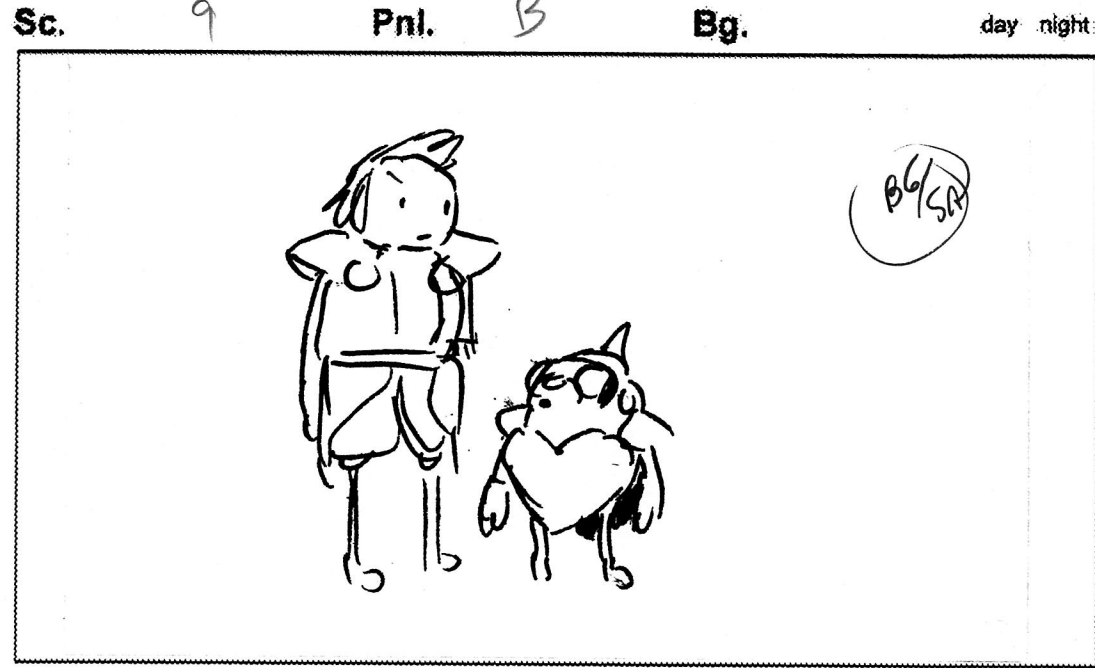
1034-209

Production :

ADVENTURE TIME



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Dialog:	(J:) Lady's my girlfriend	(F:) wait... but...
Action:		- Finn searches his memory
Timing:		

ADVENTURE TIME



Page 13

Sc. 9 Pnl. D Bg. day night

Sc. 9 Pnl. E Bg. day night

Dialog:

...
- beat -

Action:

Timing:

FINN: (A) (B) hold (A)

(J.) that was free trunks

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Production :

ADVENTURE TIME



Sc. 9 Pnl. F Bg. day night

B6/SA

Sc. 9 Pnl. G Bg. day night

Dialog:

(F:) Oh yeshh...

(KOO) (OS) We, the inhabitants of Ooo, owe you heroes our very lives!

Action:

Timing:

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Production :

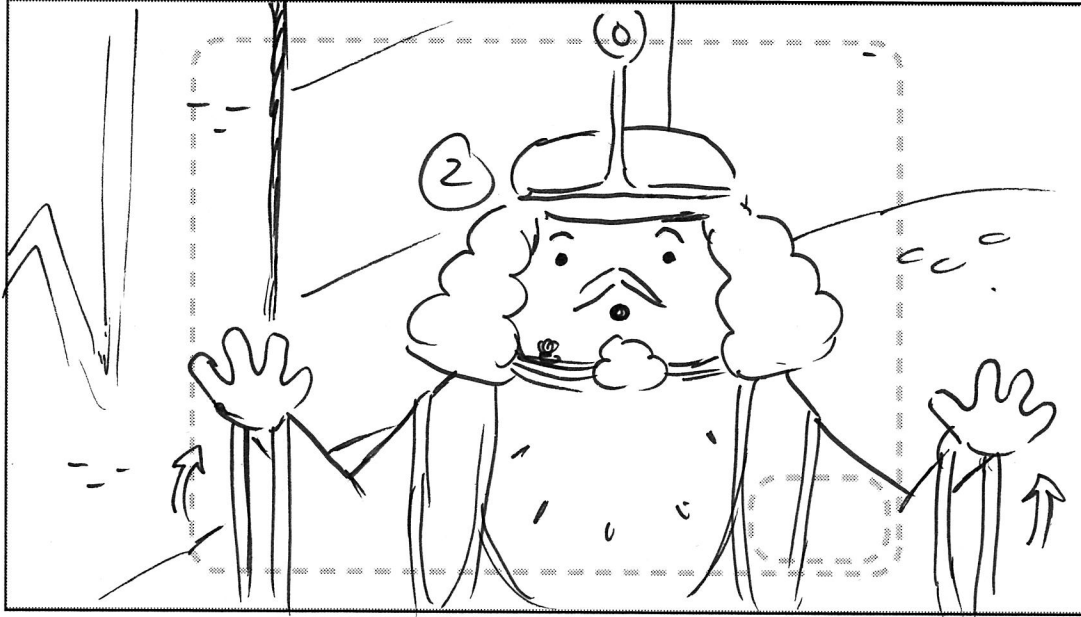
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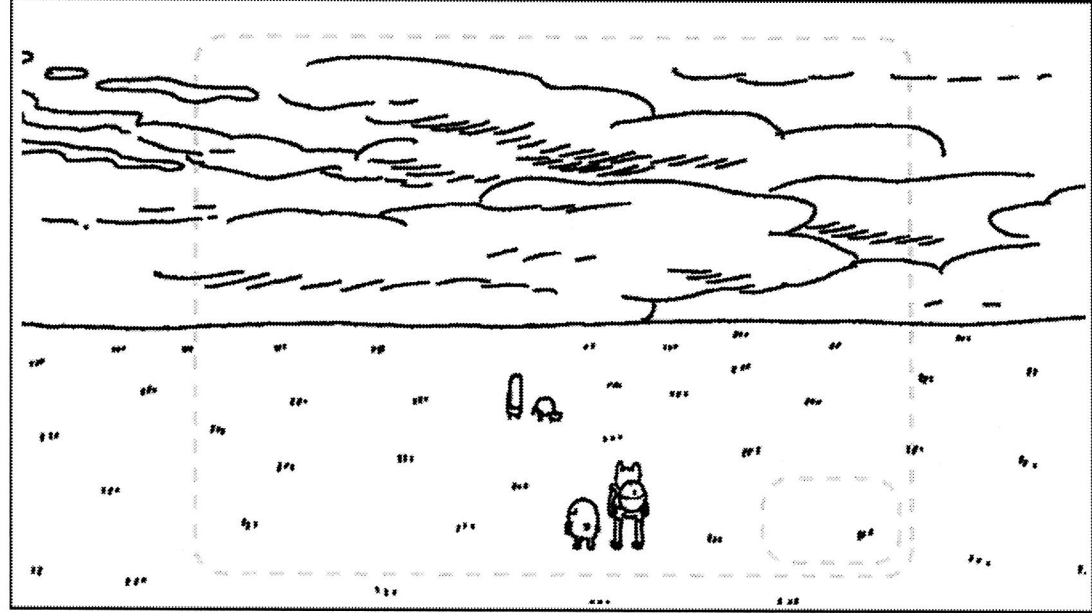


Page 15

Sc. 10 Pnl. A Bg. day night



Sc. 11 Pnl. A Bg. day night



Dialog:

(Koo) As the once powerful and dignified Princess Bubblegum sulked off into exile →

Action:

Timing:



(Koo) OS after losing the support of the Candy people,

* reuse footage from Hot Diggity Doom

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Production :

ADVENTURE TIME

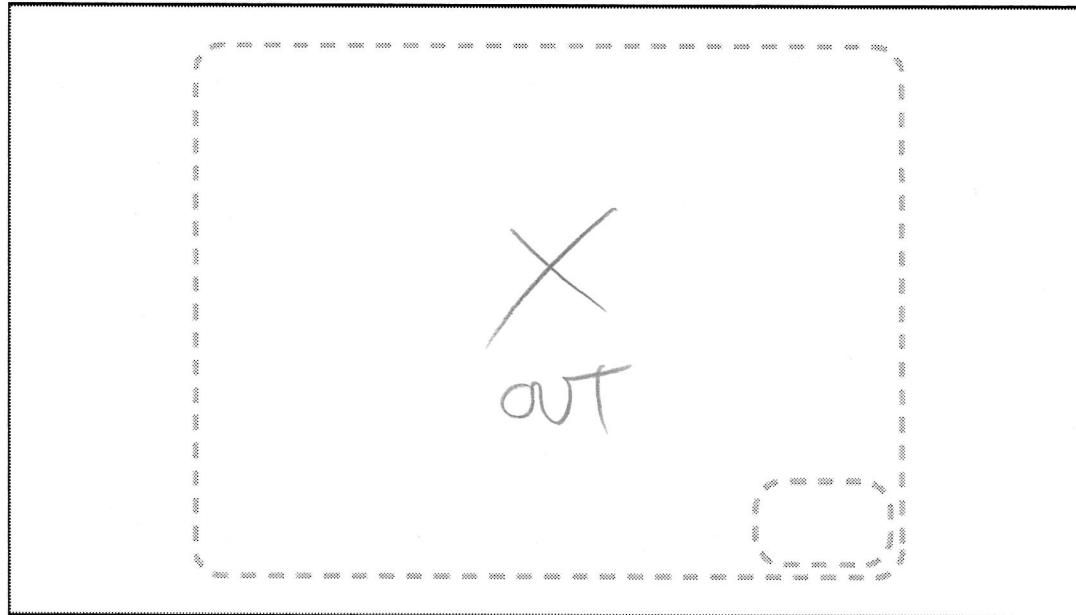


Page 16

Sc. 12 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog: (KOO) (OS) → it fell upon you two,
to save us from the
impending comet of doom, →

Action:
* reuse footage from The Comet

Timing:

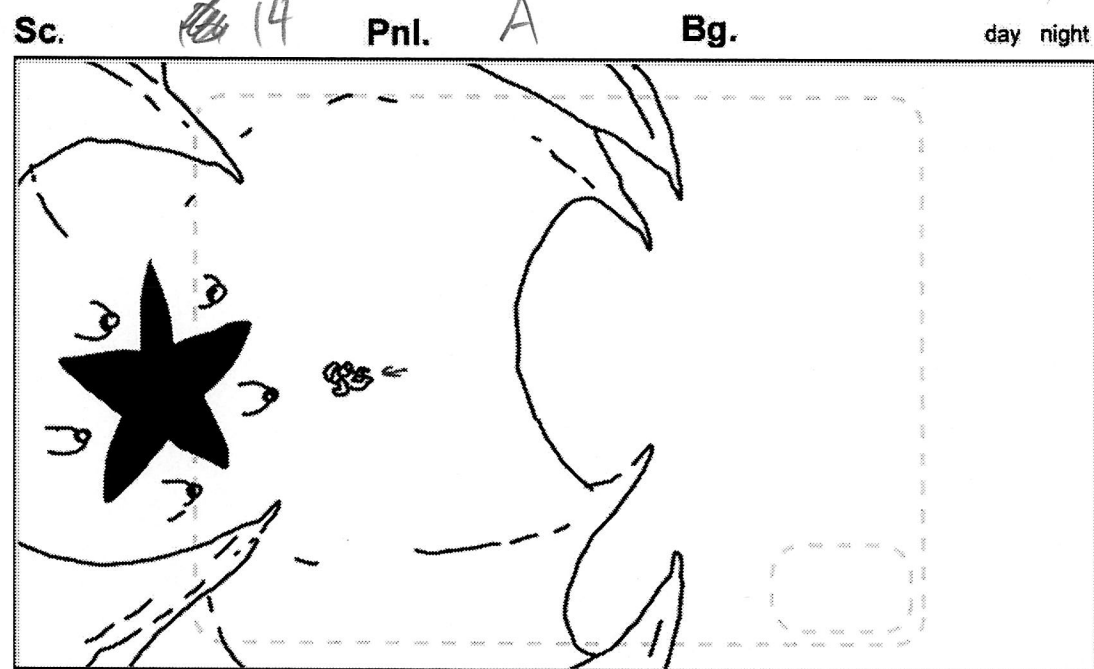
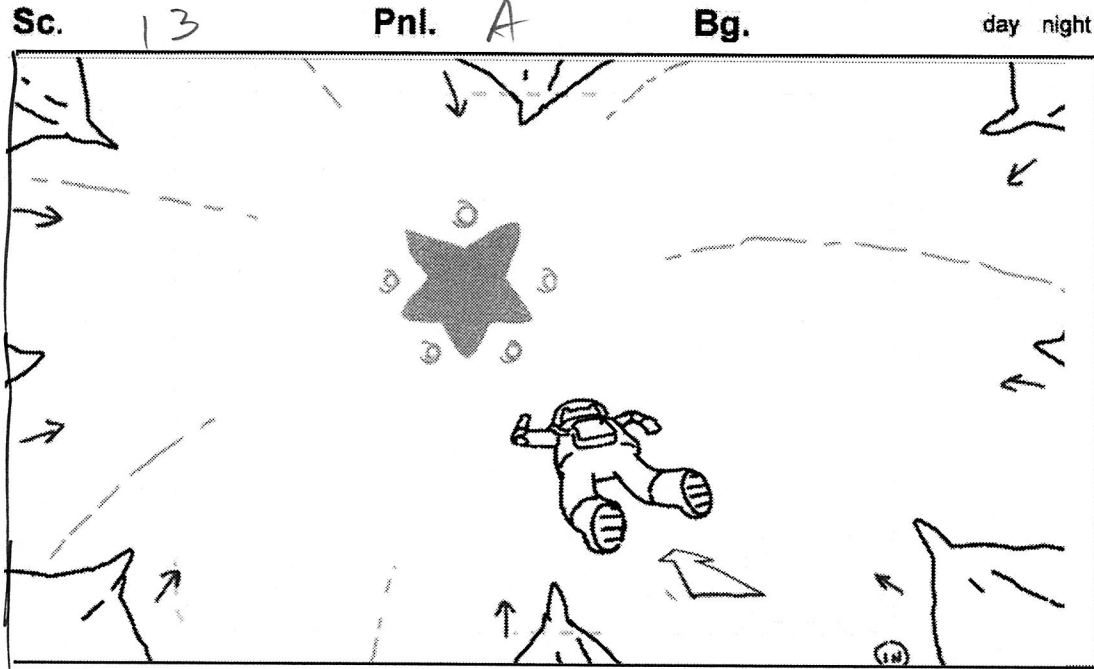
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Production :

ADVENTURE TIME



Page 17
day night



Dialog:

(KOOOS) And/or from the hideous ORGALORG, →

Action:

* REUSE footage from the comet

Timing:

EPISODE #

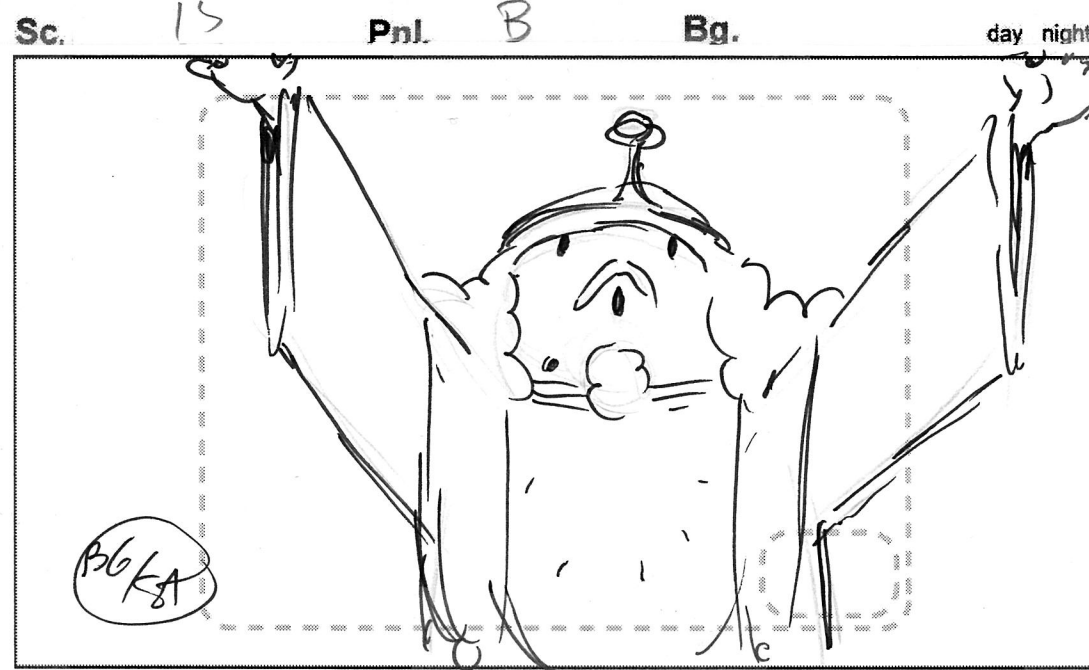
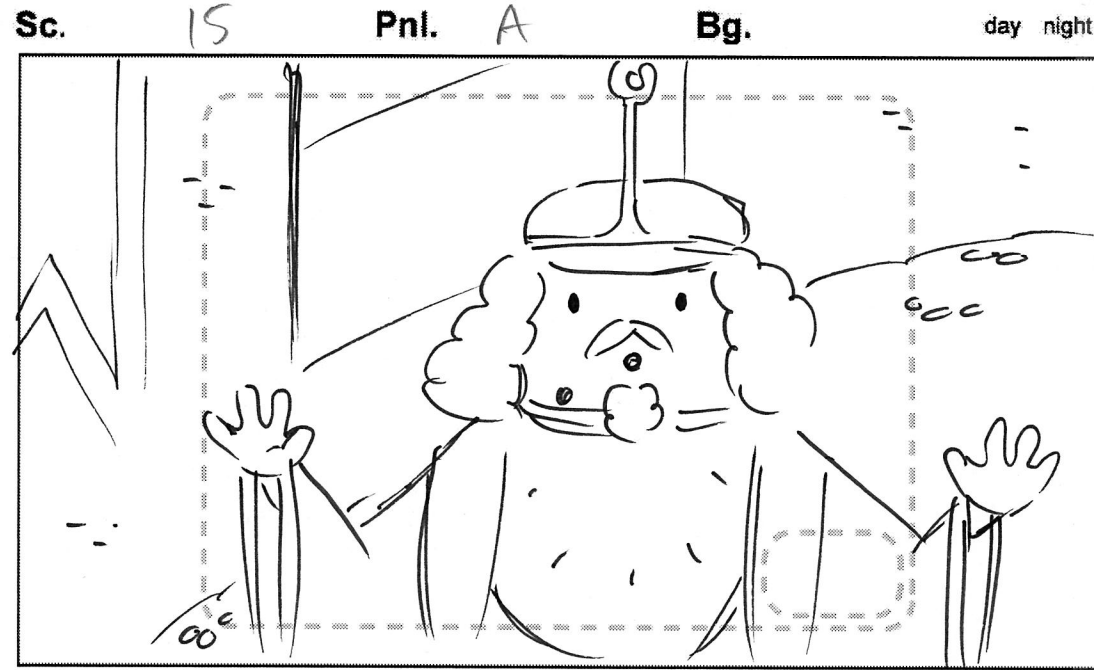
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Production :

ADVENTURE TIME



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Dialog:	(KOO) → who aimed to eat the powerful comet and grow invincible!
Action:	
Timing:	

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Production :

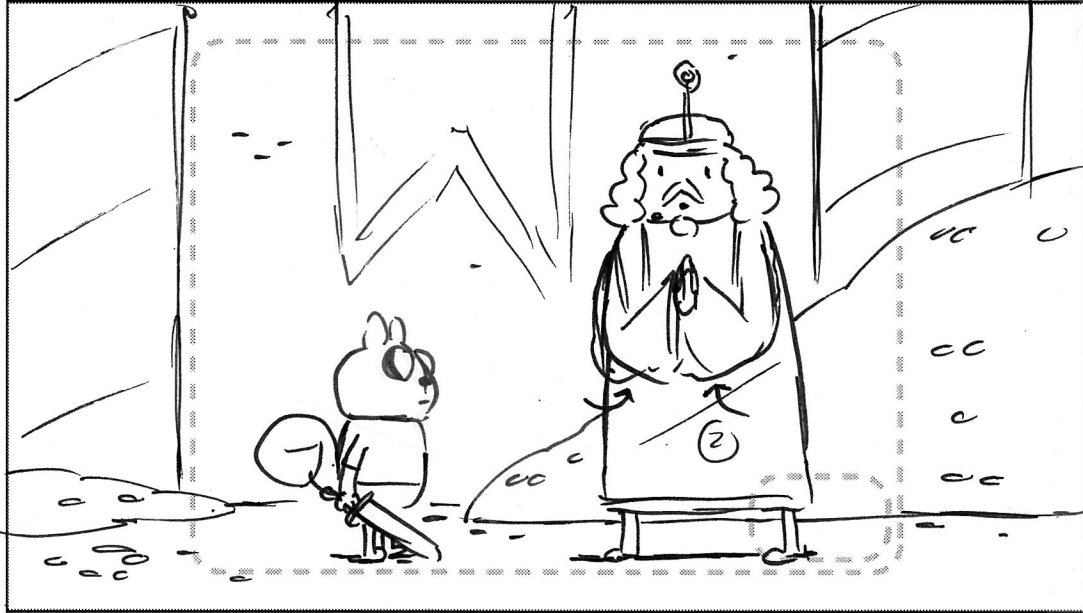
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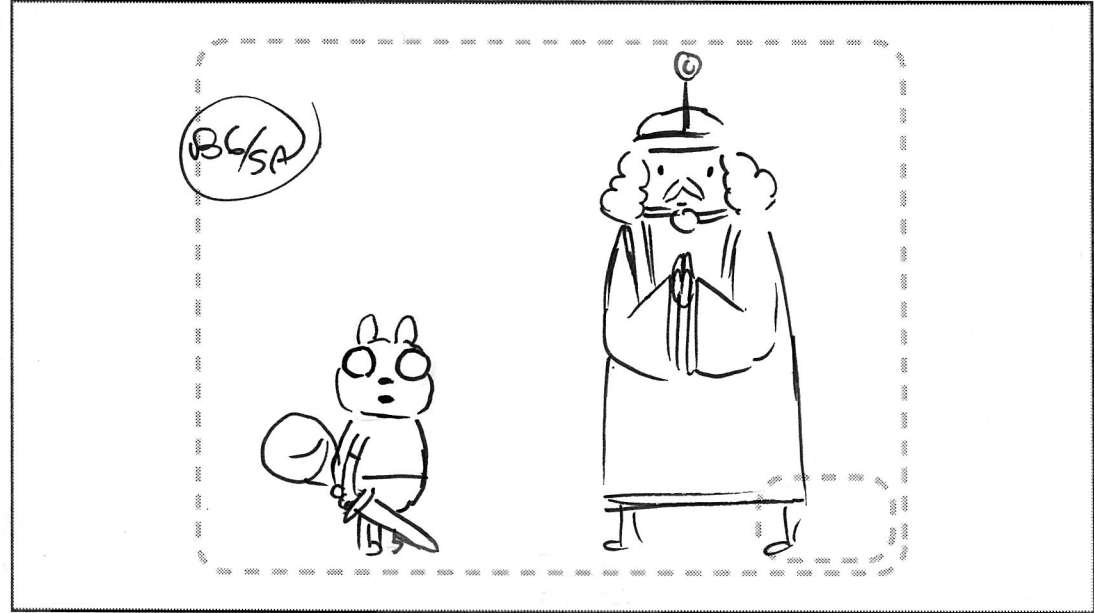


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Sc. 16 Pnl. A Bg. day night



Sc. 16 Pnl. B Bg. day night



Dialog: (KOO) And for that we are eternally grateful.

Action:

Timing:



TORONTO: I know I am.

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Production :

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ADVENTURE TIME



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Sc.

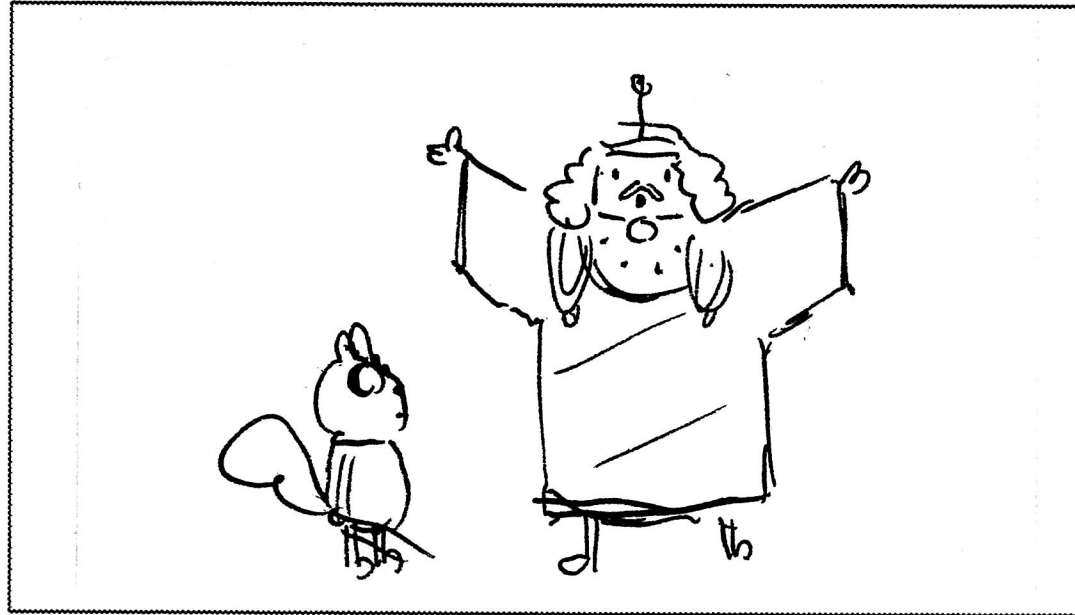
16

Pnl.

C

Bg.

day night



Sc.

17

Pnl.

A

Bg.

day night



Dialog:

(Koo) But now your
bravery is
essential to a
new heroic task!

Action:

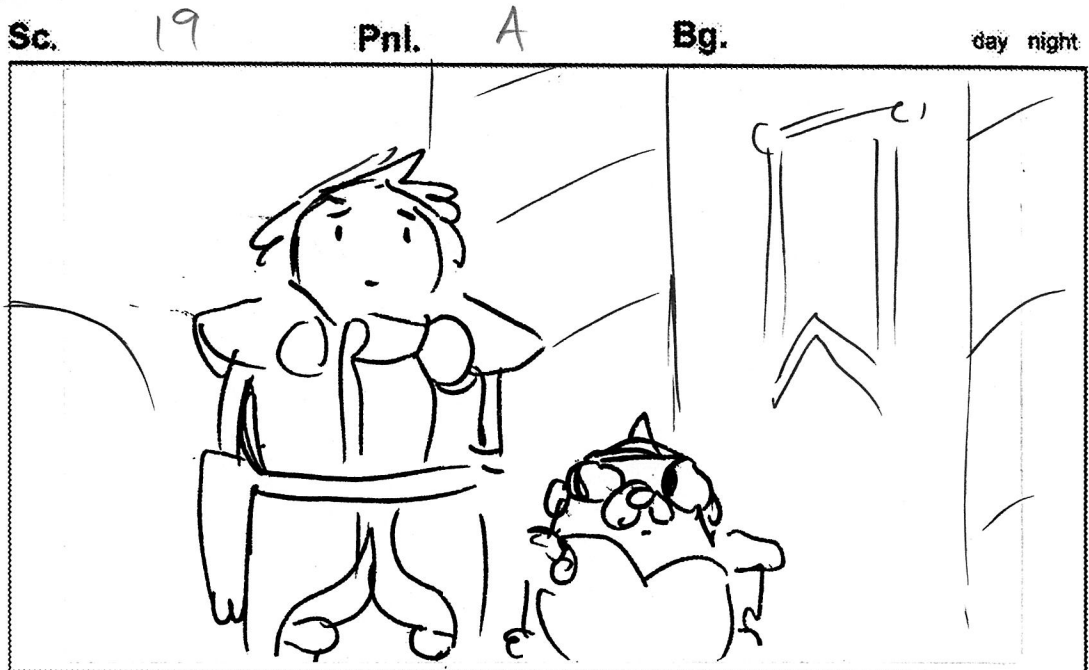
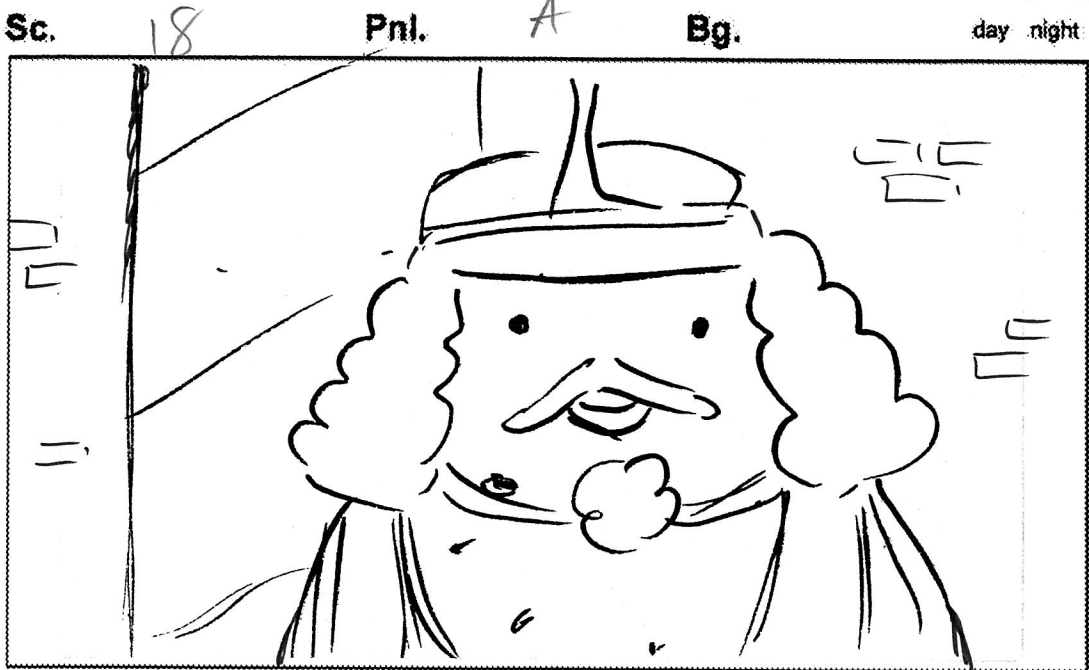
Timing:

- BEAT -

EPISODE #
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Production :

ADVENTURE TIME



Dialog:	→ Can you guess what it is
Action:	
Timing:	

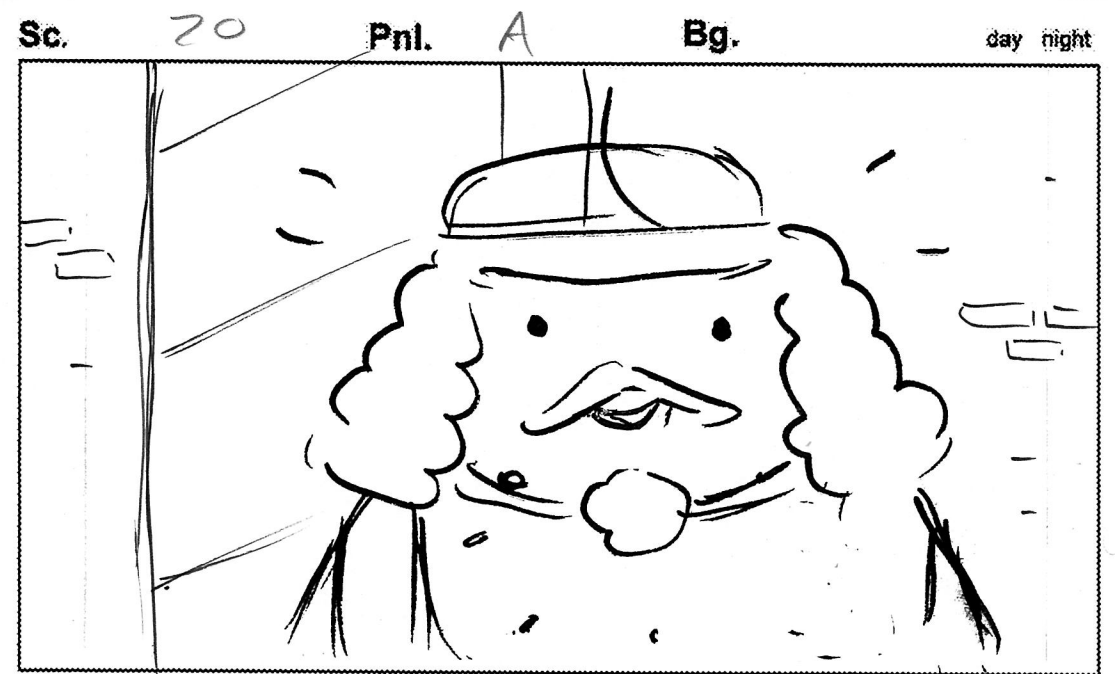
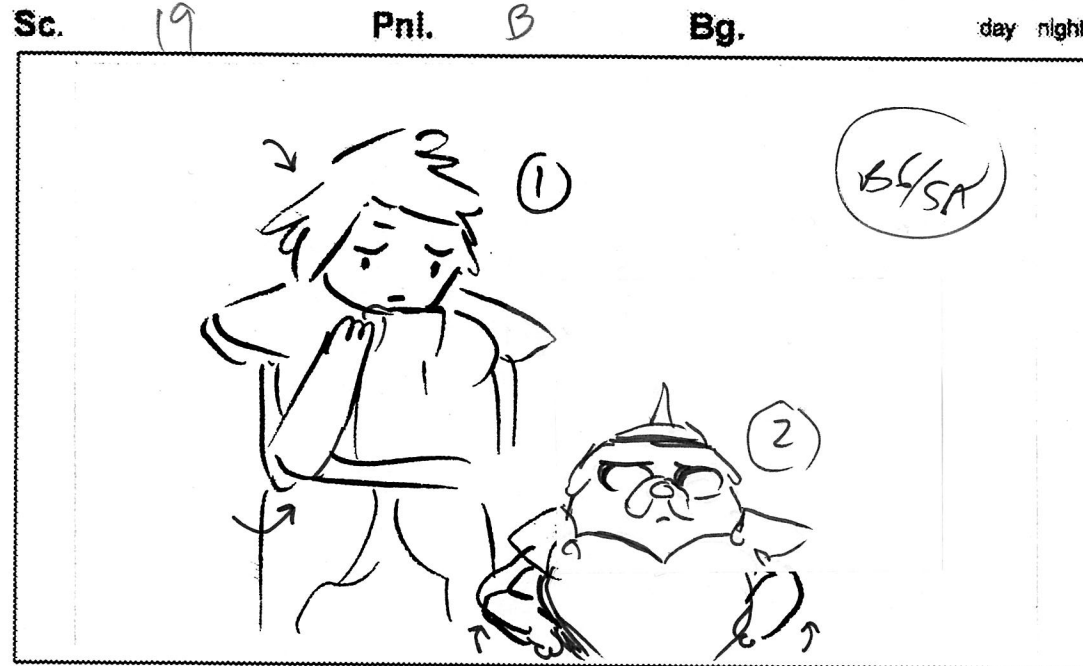
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Production :

ADVENTURE TIME



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Dialog:

(F:) ... uh

(K) c'mon guess!

Action:

- Finn and Jake think

Timing:

1034-209

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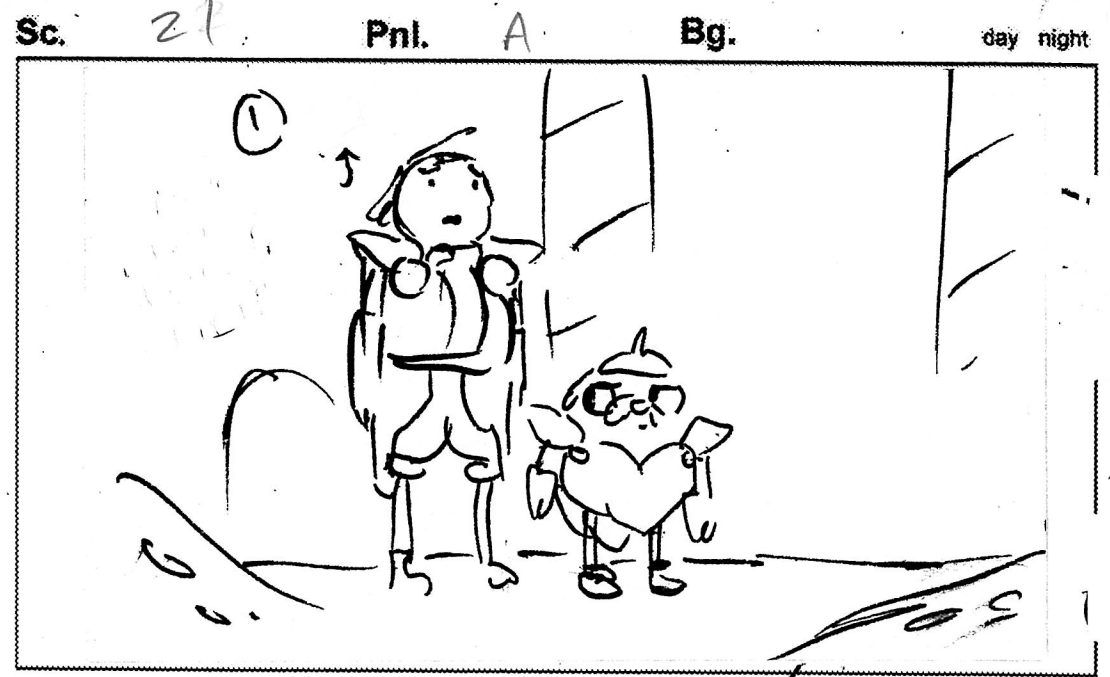
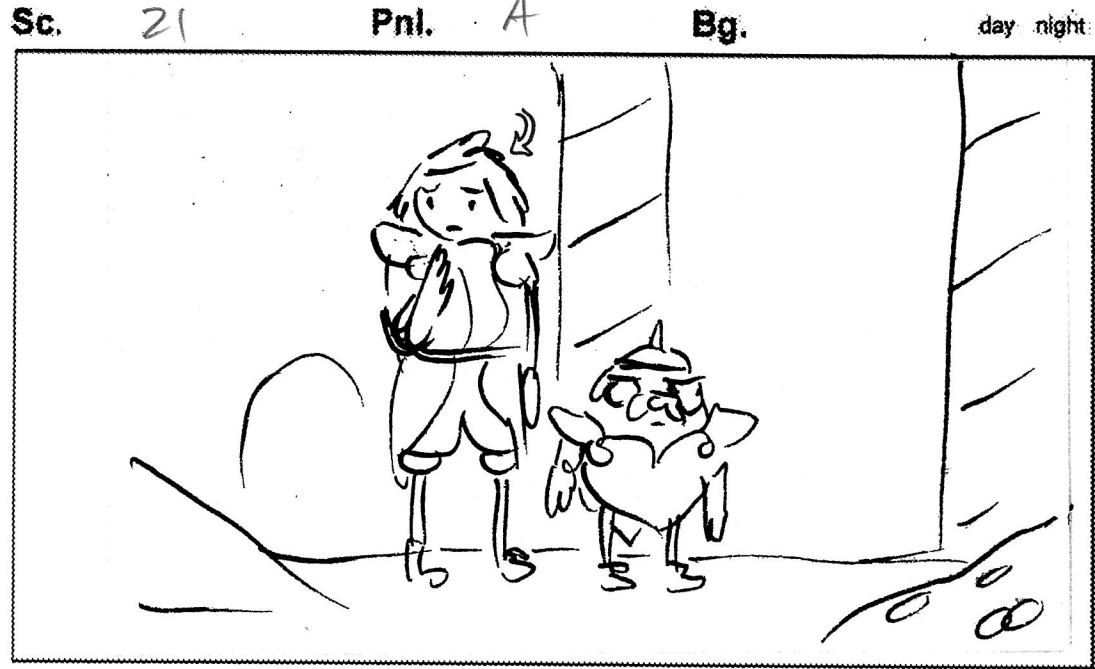
Production :

ADVENTURE TIME



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Page



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Production :

Dialog:

(F) mm...
(best)

Action:

Timing:

(F:) (unsure) fight a dragon?

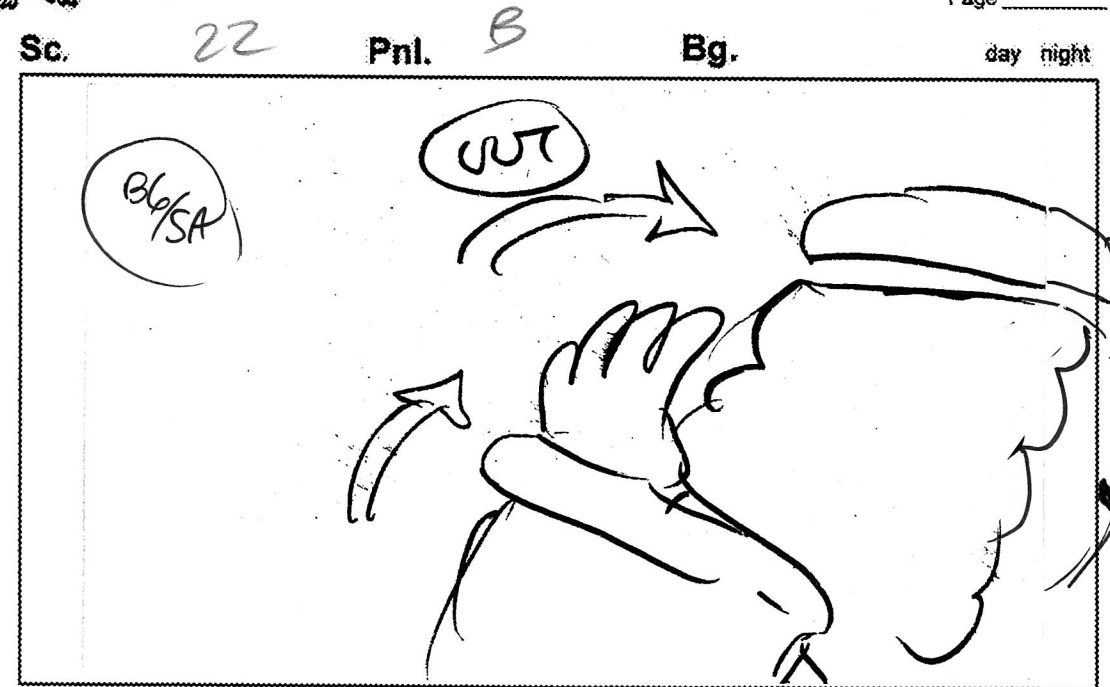
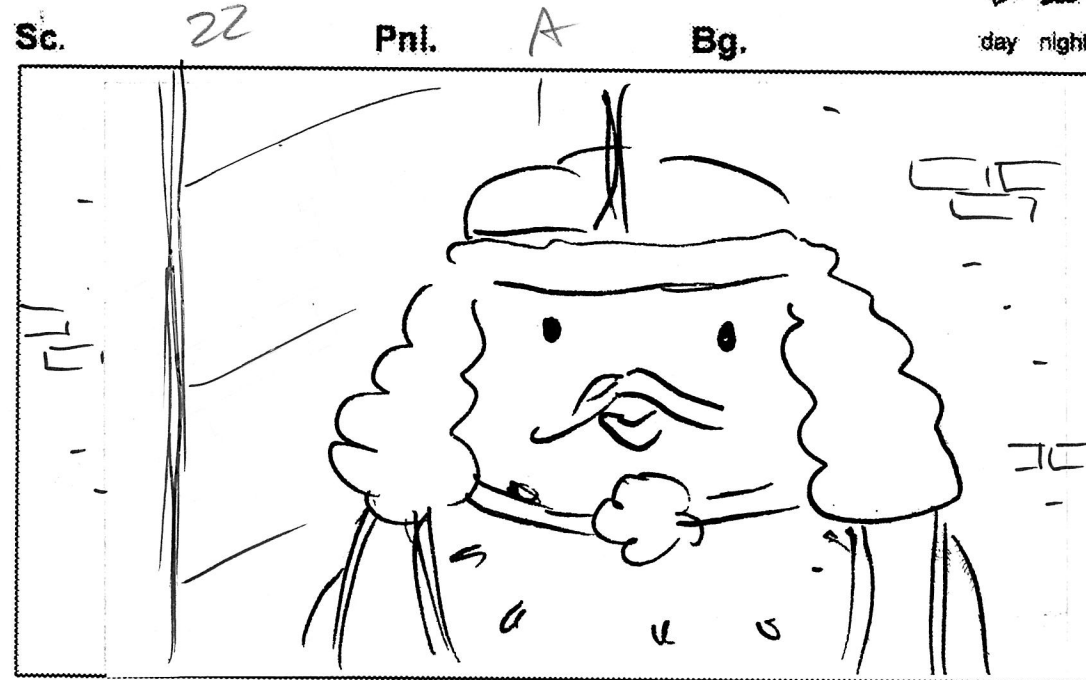
① Finn looks up

② Finn speaks

ADVENTURE TIME



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Dialog:	
(Koo) wrong!!	(Koo) → follow me!
Action: - Quick cut to this shot, so that Finn and Koo's dialogue almost overlap	ALT: c'mon follow me!
Timing:	

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ADVENTURE TIME



Page 25

Sc.	Pnl.	Bg.	day	night

WIPE

Sc.	Pnl.	Bg.	day	night
23	A			

Dialog:	(SFX:) squeaky candy segway - bumping up stairs
Action:	
Timing:	

EPISODE #

Production :

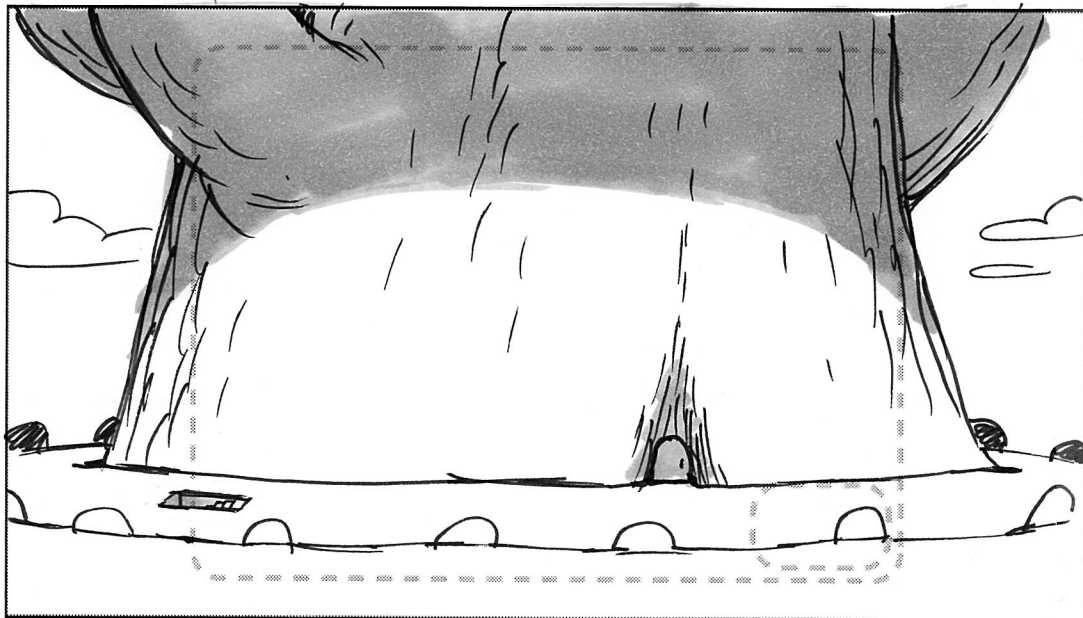
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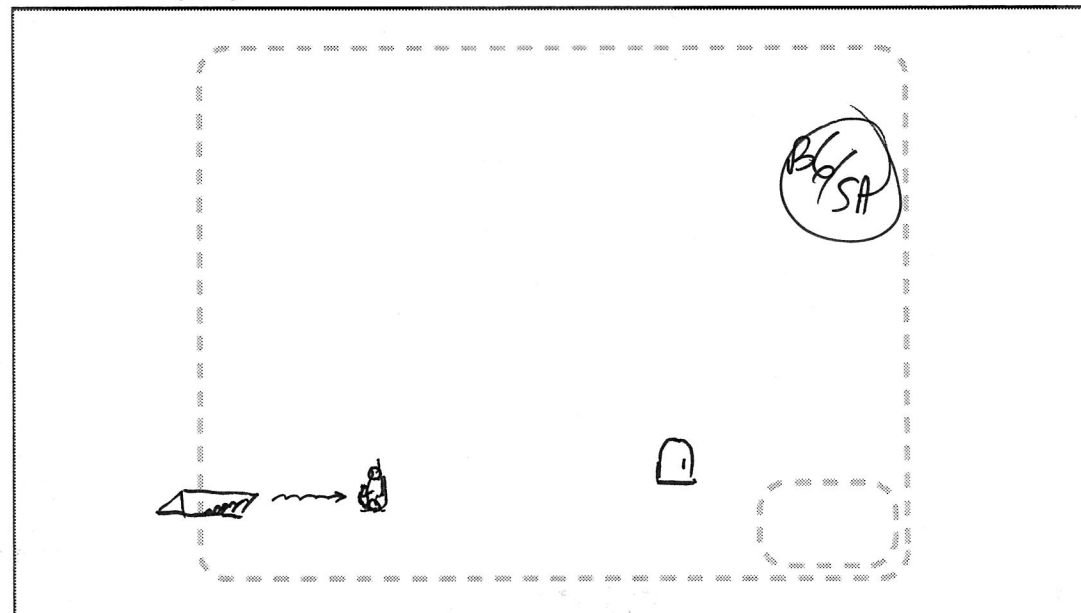


Page 26

Sc. 24 Pnl. A Bg. day night



Sc. 24 Pnl. B Bg. day night



Dialog:

SFX: segway noises

Action:

- King of Ooo ascends
stairway on his
CANDY SEGWAY



Timing:



CLOSE - UP

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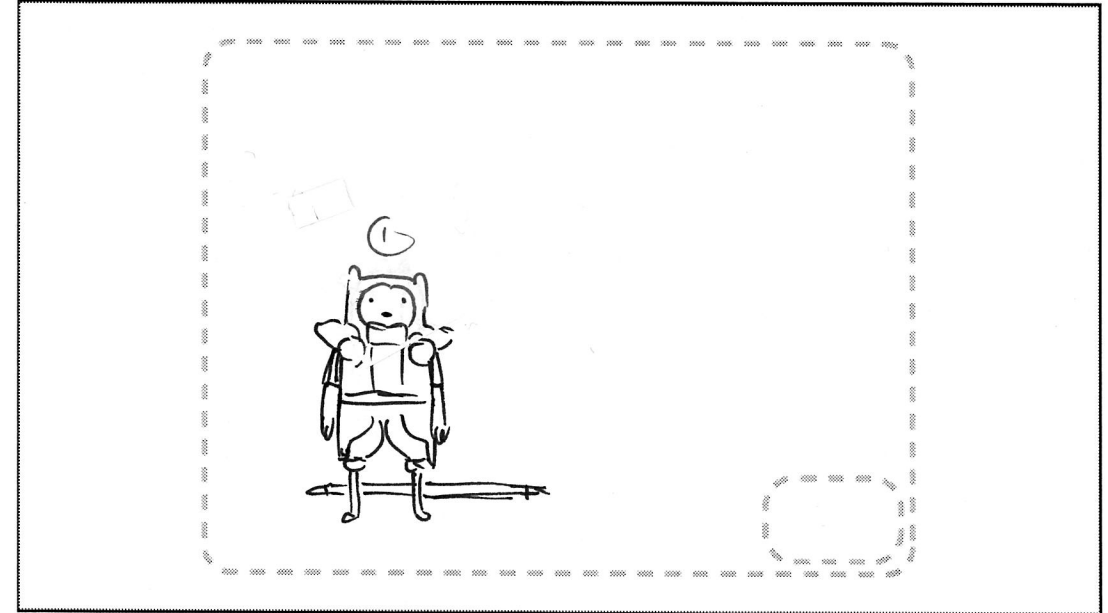


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Sc. 25 Pnl. A Bg. day night



Sc. 25 Pnl. B Bg. day night



Dialog: (Finn) * sigh * man this is stupid → I miss P.B.
as heck...

Action:

(2)

Timing:



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Production :

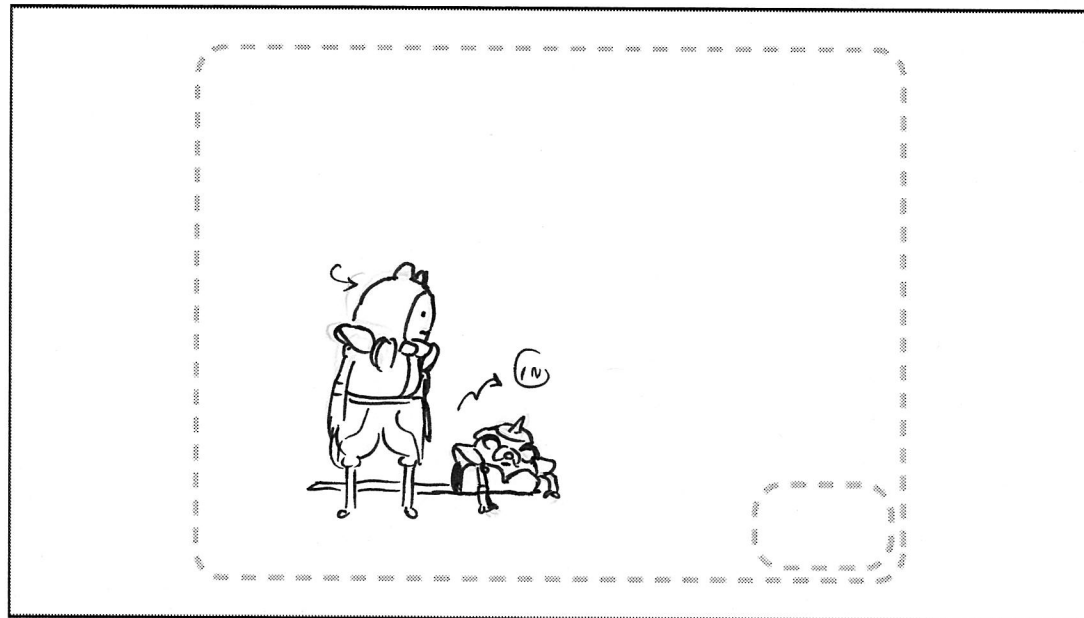
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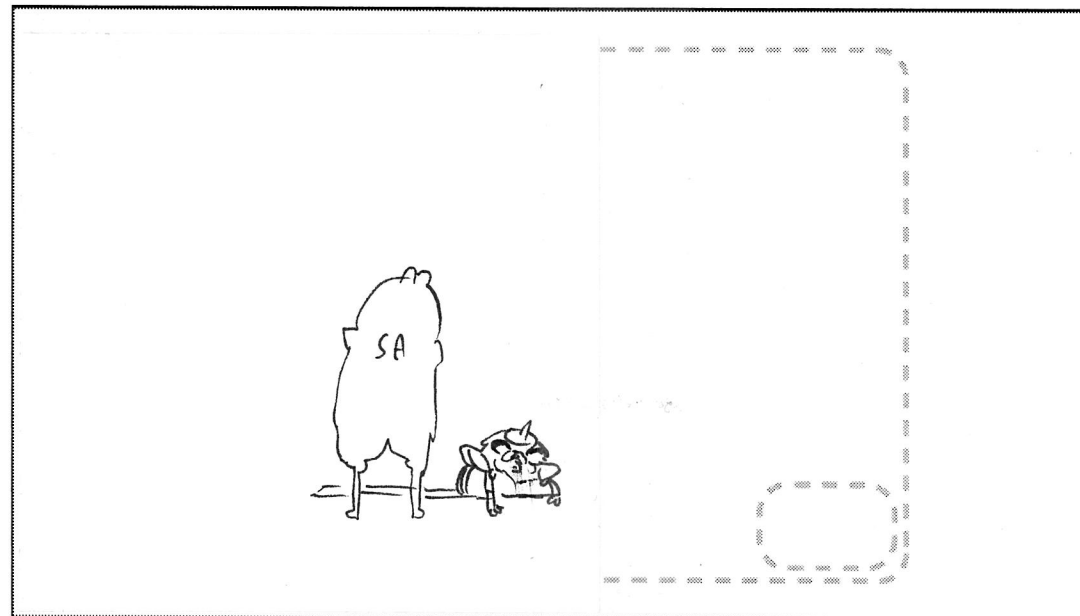


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Sc. 25 Pnl. c Bg. day night



Sc. 25 Pnl. D Bg. day night



Dialog: JAKE: (out of breath) Yeah I guess...

(J:) (catches breath)

Action: - Jake climbs in with much effort; armor is very heavy. Jake pauses to catch his breath.

Timing:

Production :

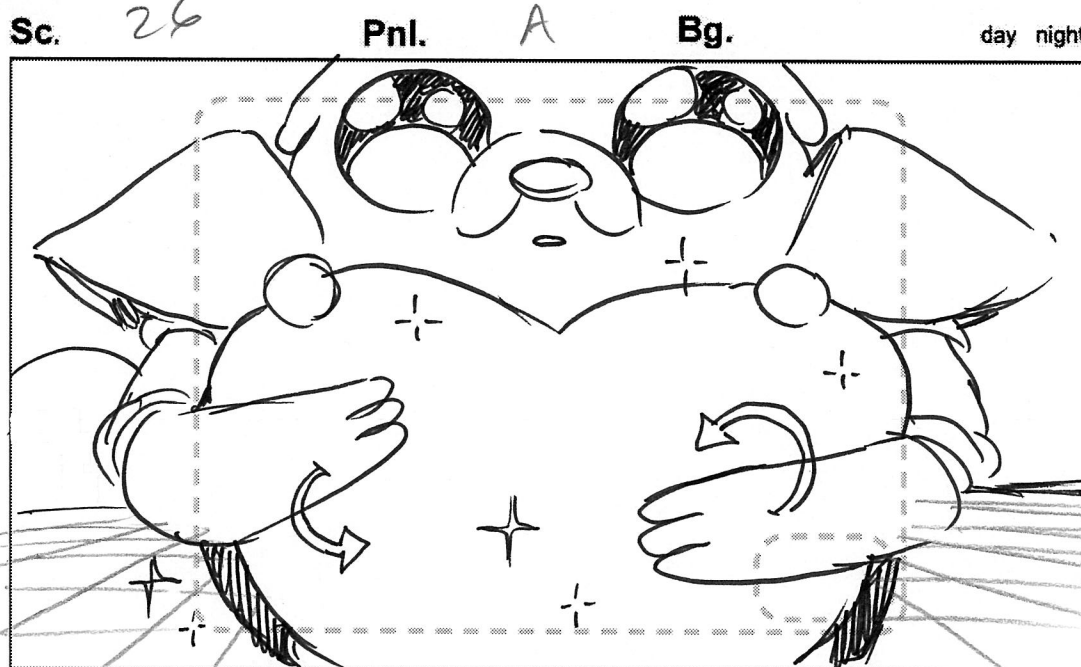
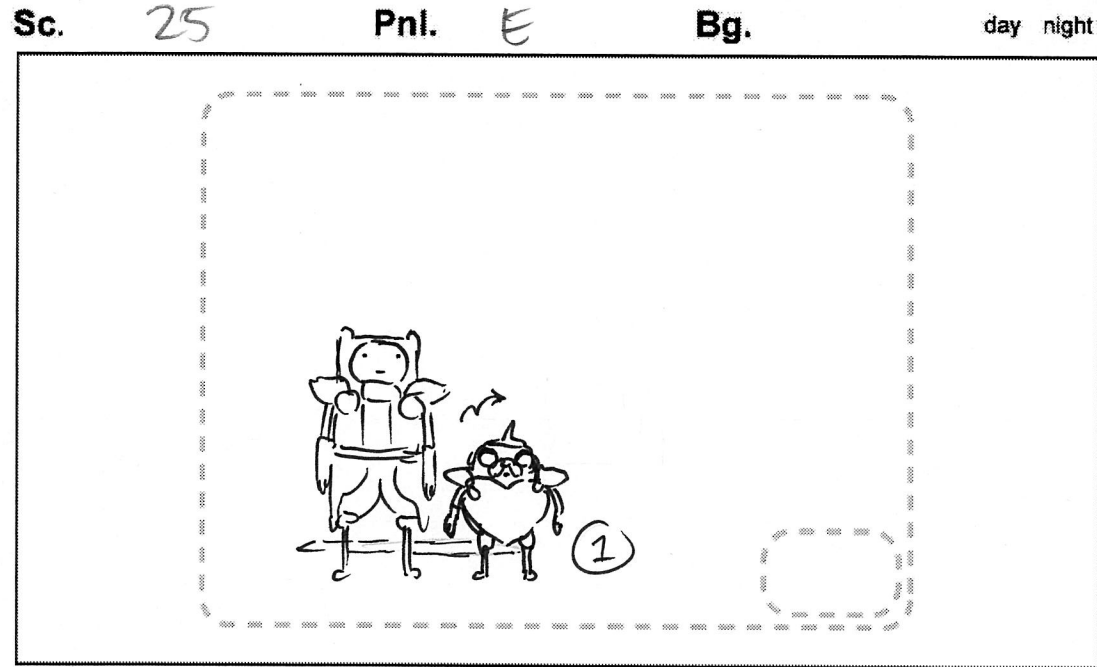
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ADVENTURE TIME



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Dialog: (J:) ① I mean,
② except for this sweet armor though...

(J:) This armor's hot like fire...

Action:



- Jake rubs armor lovingly

Timing:

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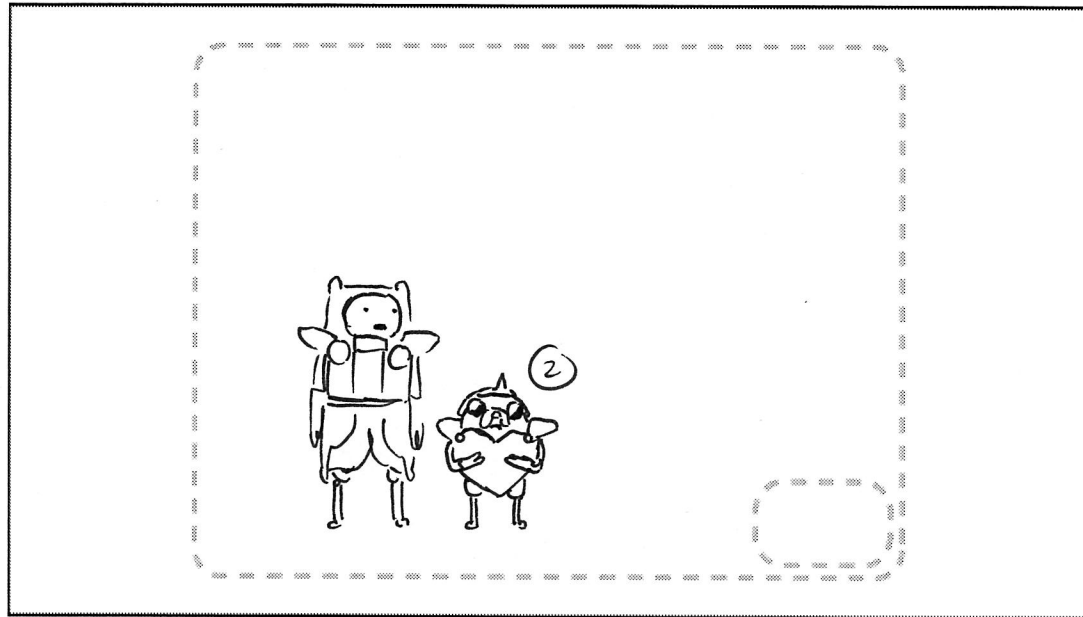
Production :

ADVENTURE TIME

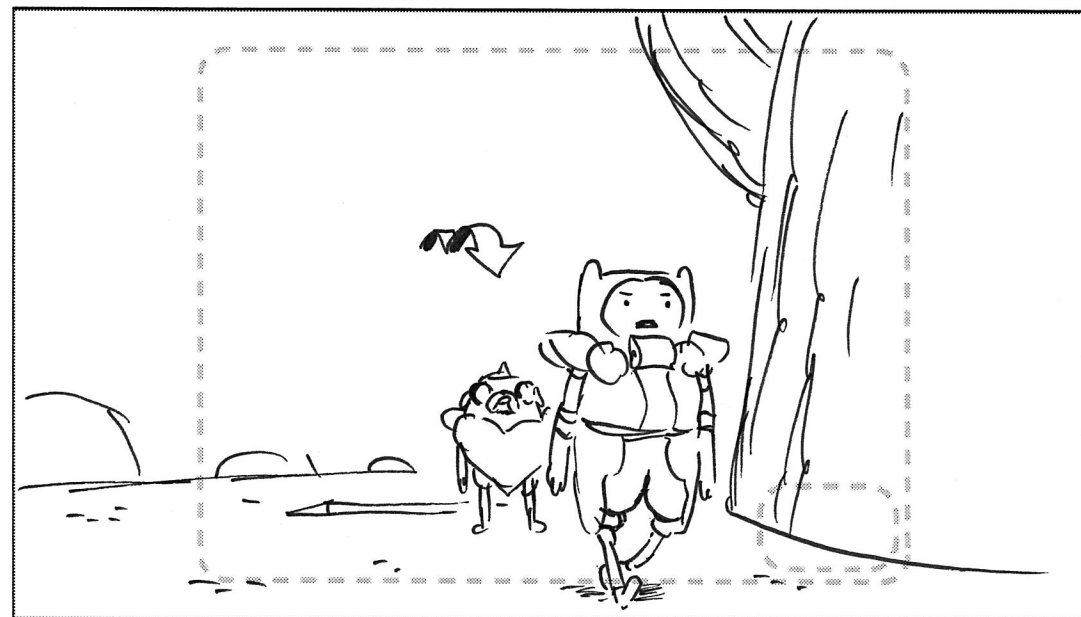


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Sc. 27 Pnl. A Bg. day night



Sc. 27 Pnl. B Bg. day night



Dialog: (F:) Nah, the armor's stupid too.

(F:) (muttering under his breath)
dang King of Ooo, goin around
like DJ Snappy...

Action:



Timing:

EPISODE #

1034-209

Production :

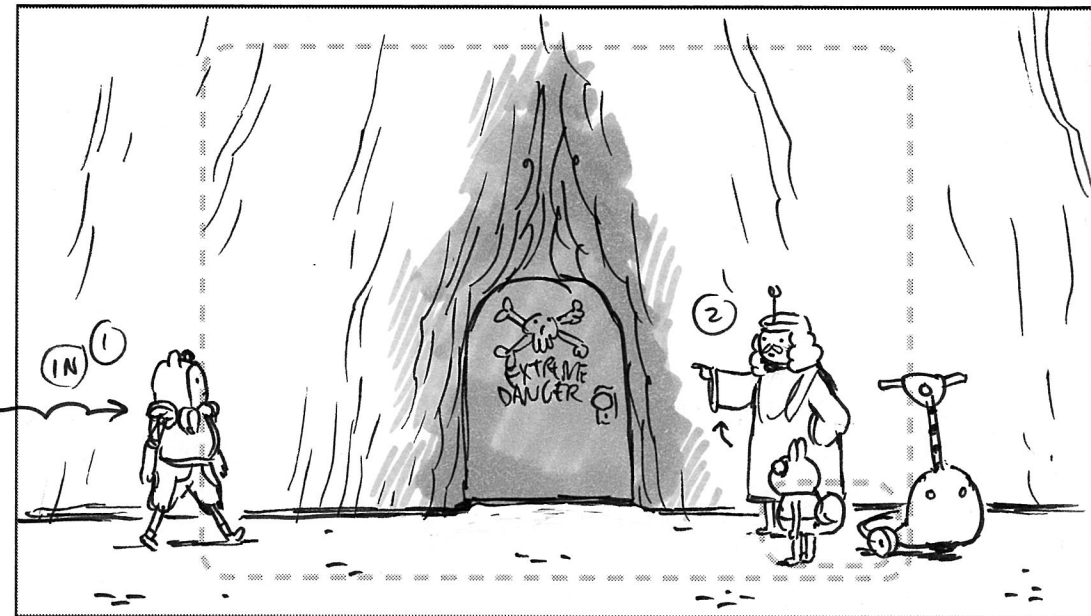
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ADVENTURE TIME



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Sc. 28 Pnl. A Bg. day night



Sc. 29 Pnl. A Bg. day night



Dialog: (Koo) This is it fellas, →

(Koo) os the only spot in the Kingdom left unscoured during my treasure census.

Act

Tim



- Joke waddles in slowly, after Finn has already reached doorway.

Production :

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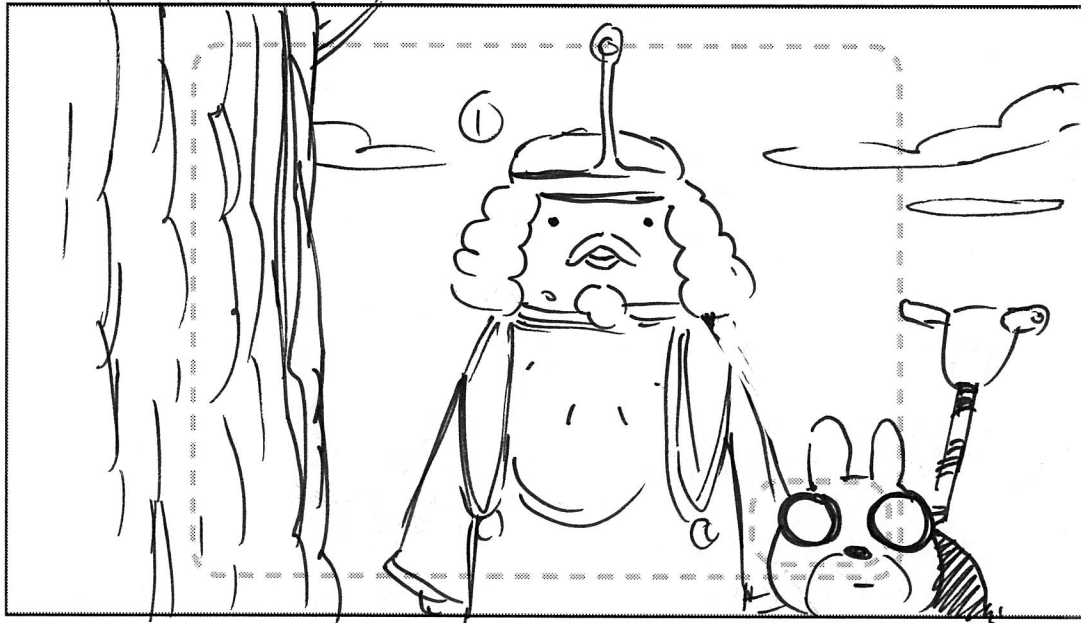
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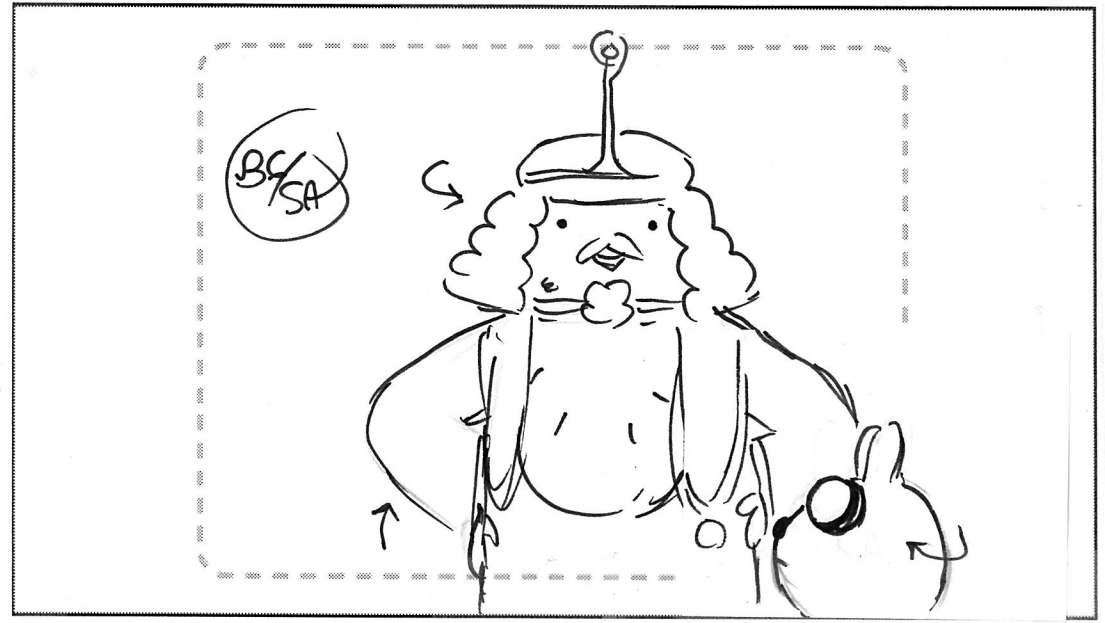


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Sc. 30 Pnl. A Bg. day night



Sc. 30 Pnl. B Bg. day night



Dialog: (Koo) I'm afraid it'll (2) explode
~~it'll~~ or something if I
open it.

Action:

Timing:

(Koo) → But I really think
there could, ...



EPISODE #

1034-209

Production :

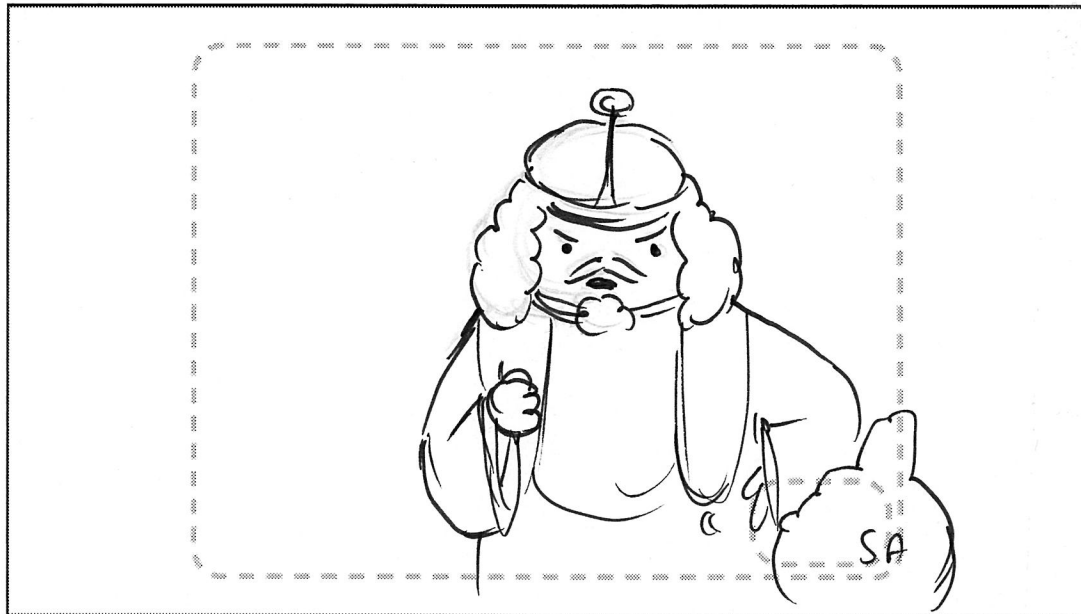
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ADVENTURE TIME

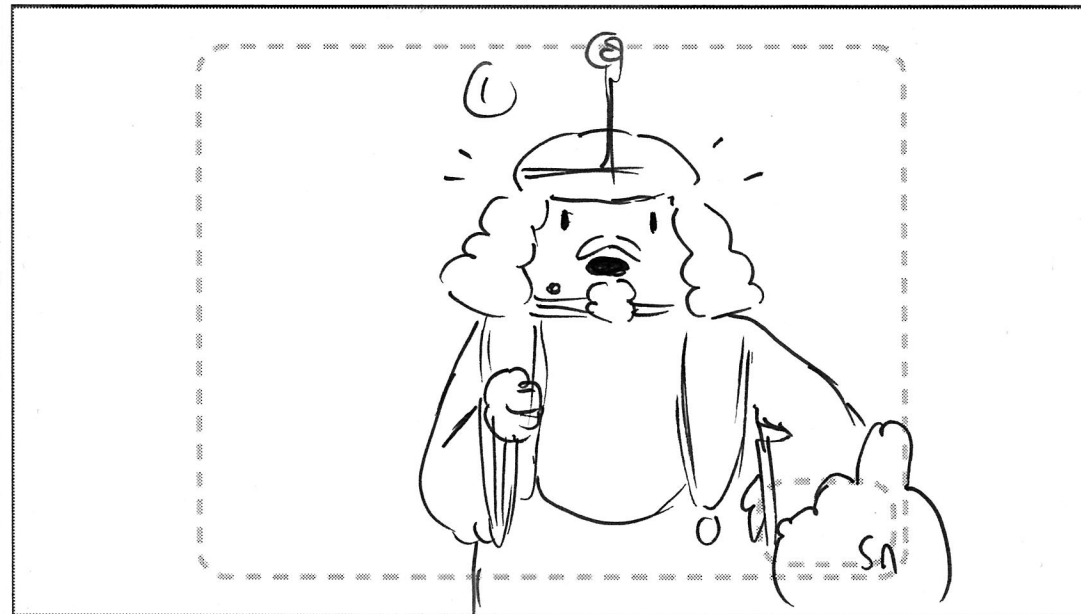


Page 33

Sc. 30 Pnl. C Bg. day night



Sc. 30 Pnl. D Bg. day night



Dialog: Koo → Nay, there —————→ ① MIGHT — ② be precious treasures in there.

Action:

Timing:



Production :

EPISODE #

1034-209

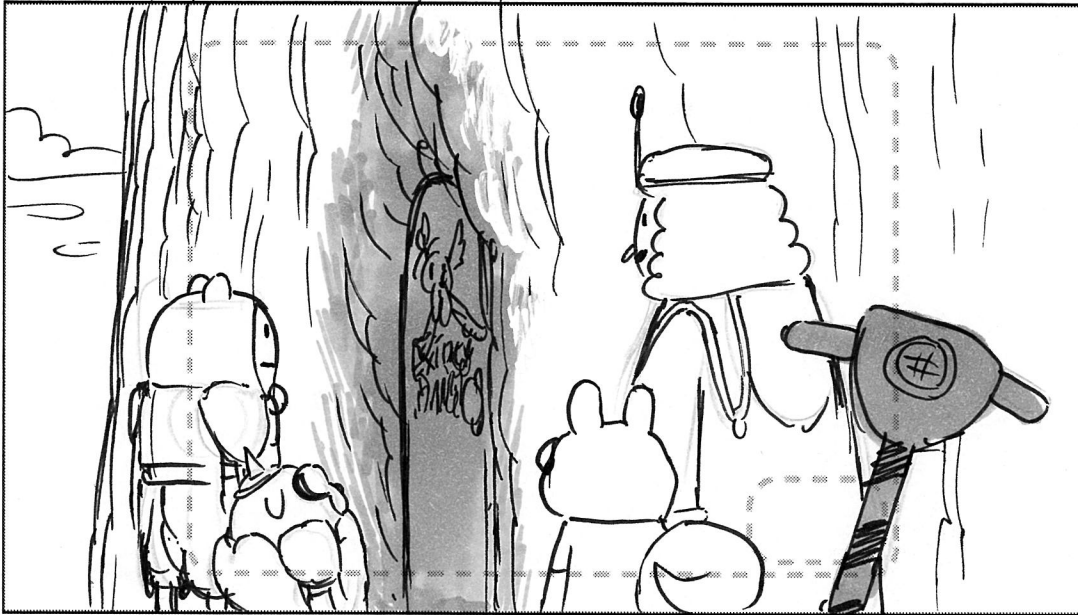
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ADVENTURE TIME

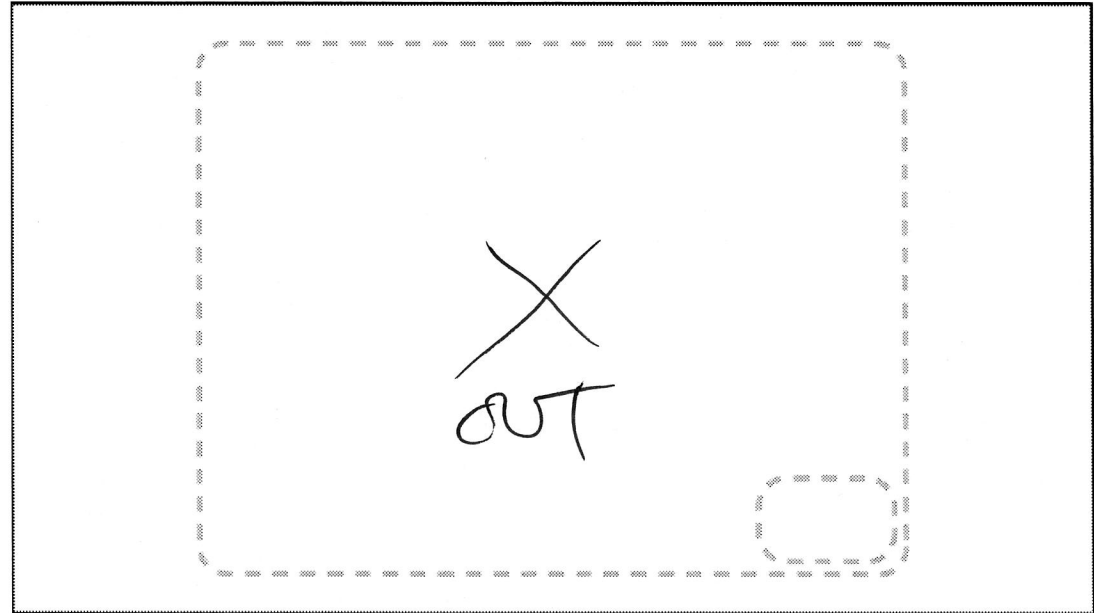


Page 39

Sc. 31 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

KOO: So I want you two to do it.

Action:

Timing:

EPISODE #

1034-209

Production :

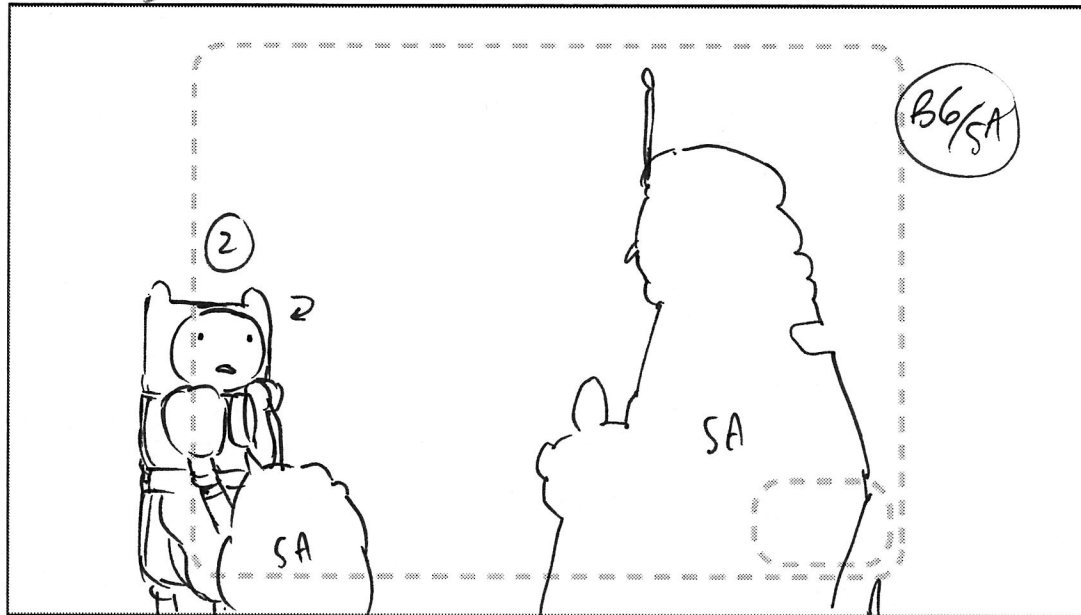
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ADVENTURE TIME



Page 35

Sc. 31 Pnl. B Bg. day night



Sc. 32 Pnl. A Bg. day night



Dialog:

(F) (1) man this ... seems
(2) like a really bad idea.

(koo:) Yeah well, it's an order from
your princess, →

Action:



Timing:



EPISODE #

1034-209

Production :

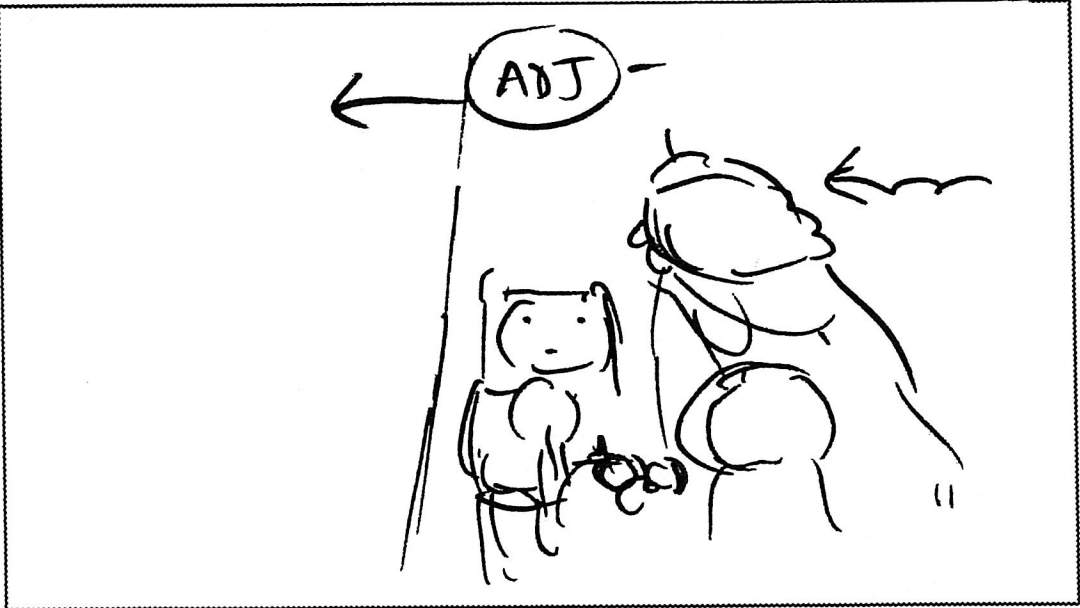
ADVENTURE TIME



Sc. 32 Pnl. B Bg. day night



Sc. 33 Pnl. A Bg. day night



Dialog:

(Koo) C'mon
git git git

Action:

(F+J) struggling

Timing:

- King of Goo and
Toronto push F+J
towards door, F+J
resist

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Production :

ADVENTURE TIME



Page 37

Sc.

34

Pnl.

A

Bg.

day night

Sc.

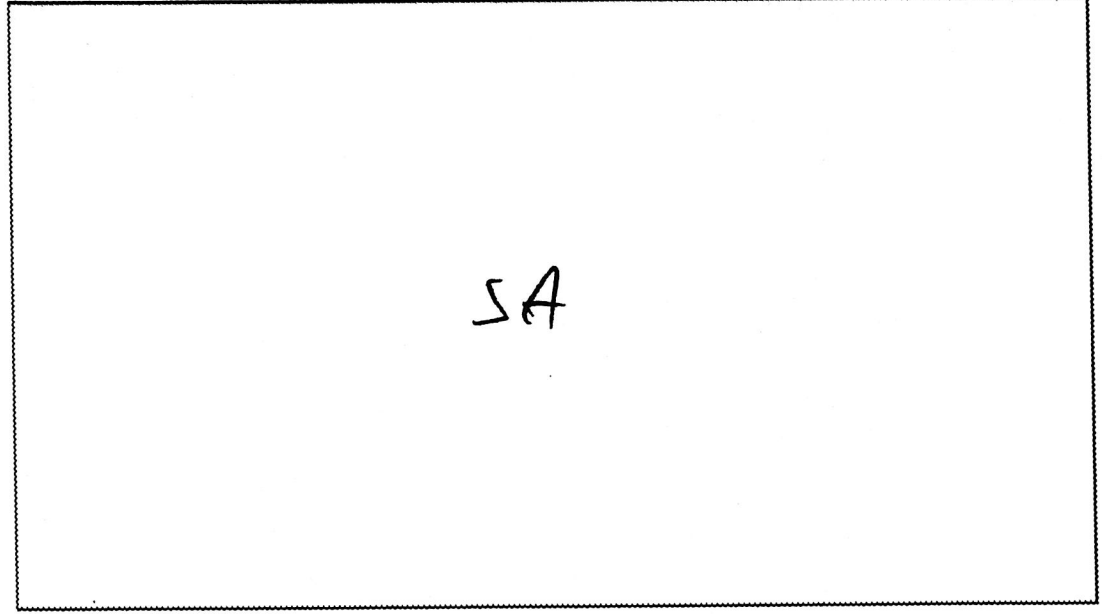
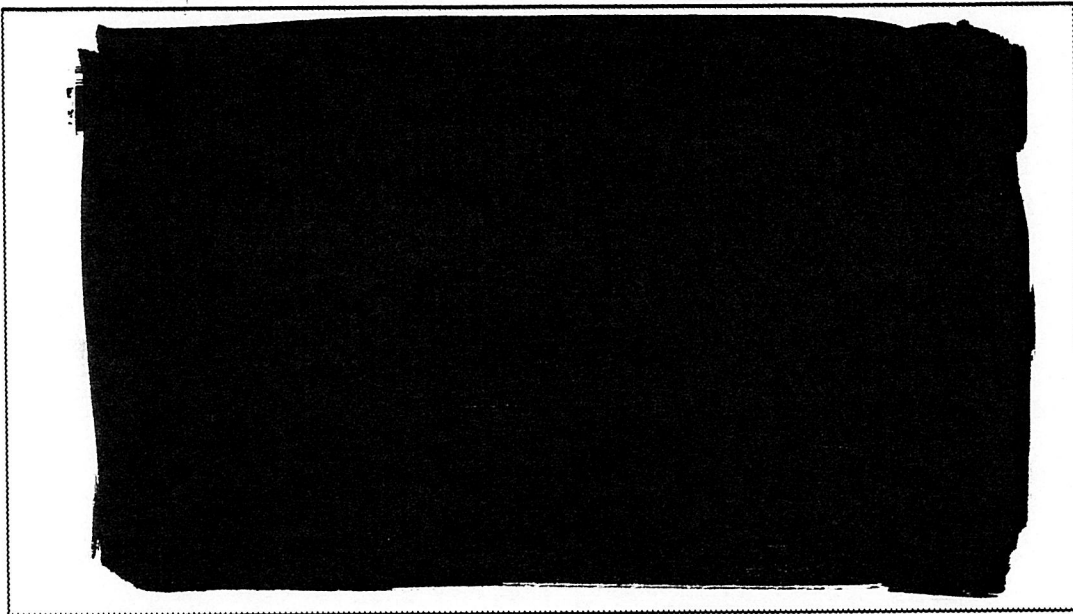
34

Pnl.

B

Bg.

day night



Dialog:

(wall) struggle/
resistance
noises

Action:

Timing:

(collecting himself)
(F) Alright alright.
geez - just -
get your hands
off me. Seez
louise.

1034-209

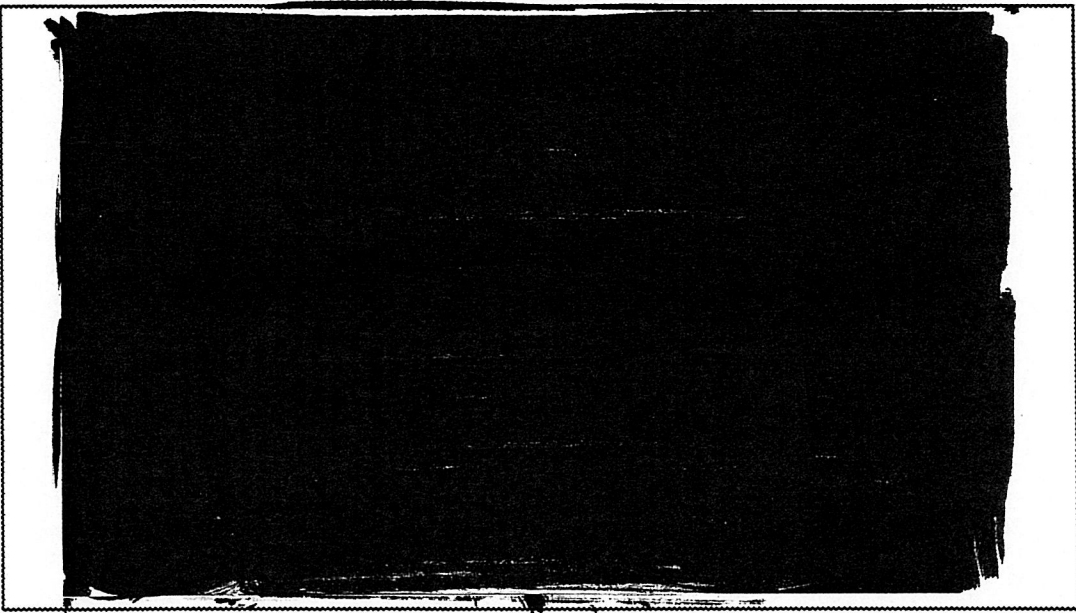
EPISODE #

Production :

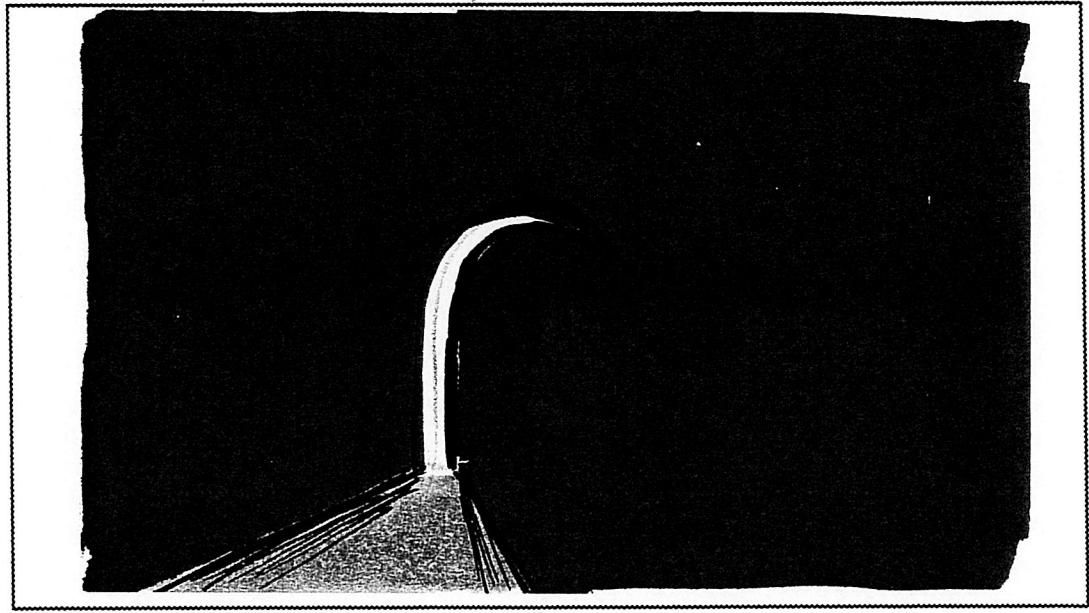
ADVENTURE TIME



Sc. 34 Pnl. C Bg. day night



Sc. 34 Pnl. D Bg. day night



Dialog:	- creak -
Action:	- Doo cracks open in the darkness
Timing:	

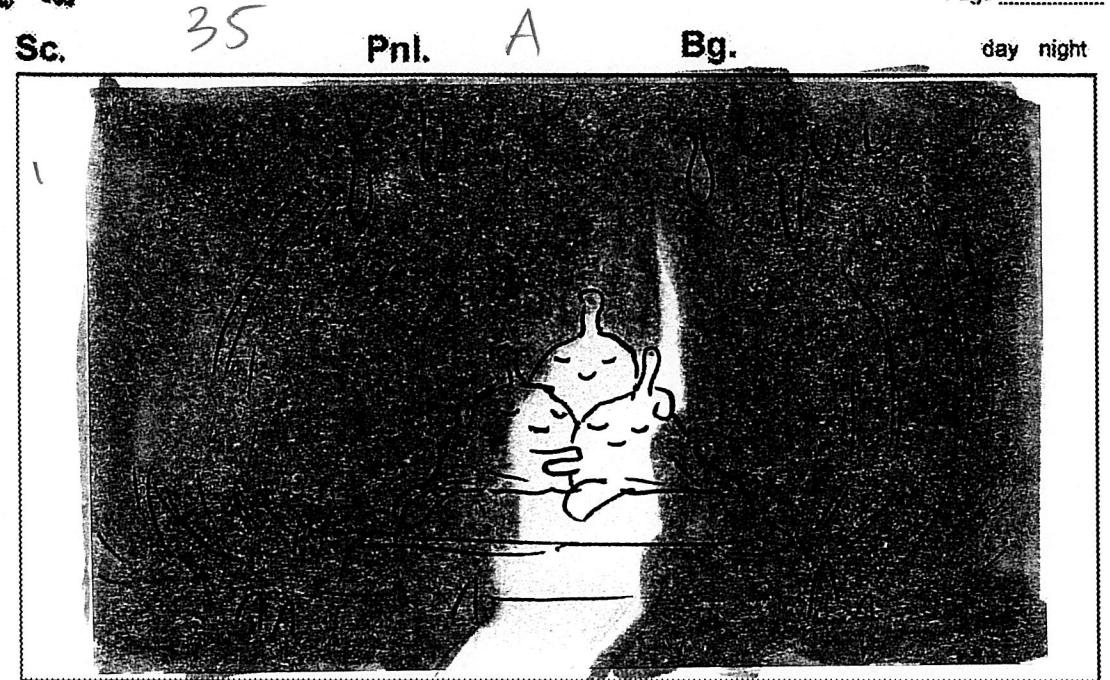
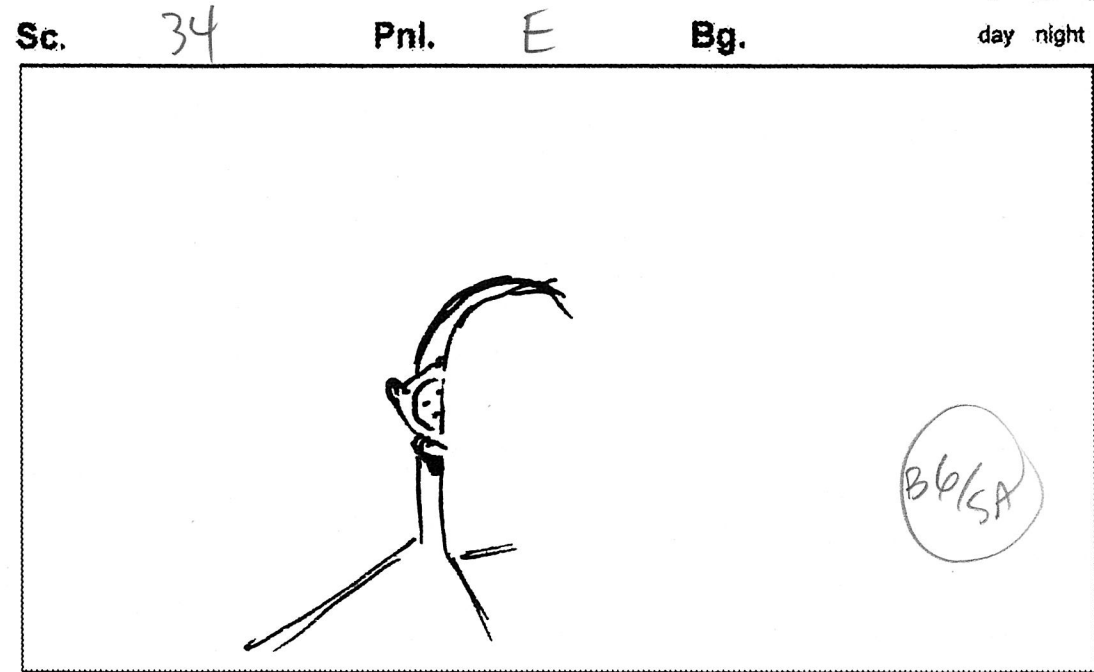
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EPISODE # 1034-209
Production :

ADVENTURE TIME



Page 39



Dialog:
Action: - Finn peeks in from outside door.
Timing:

EPISODE # 1034-209
Production :

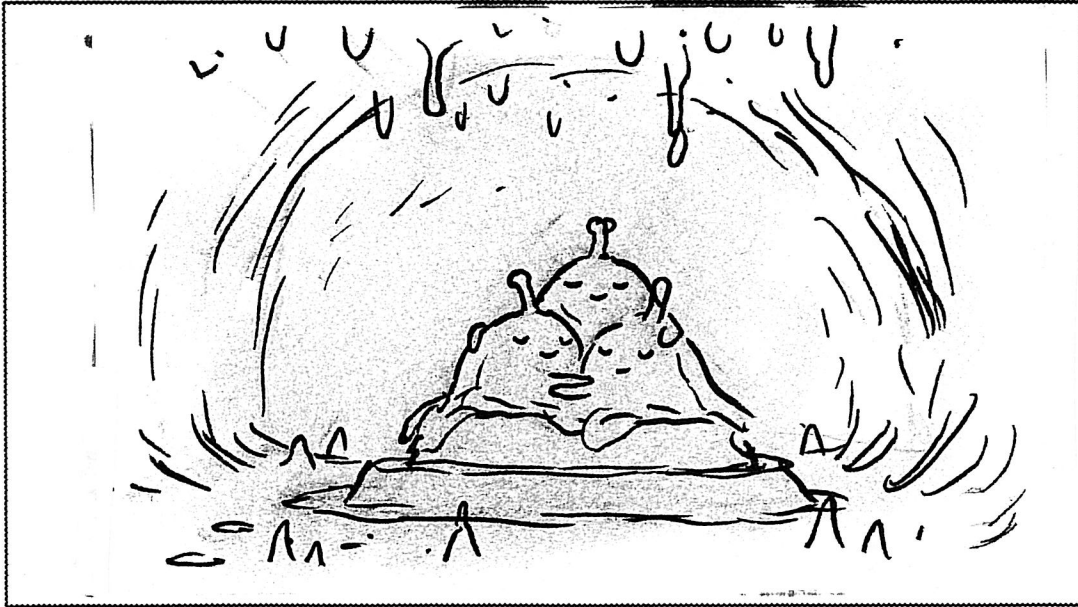
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ADVENTURE TIME

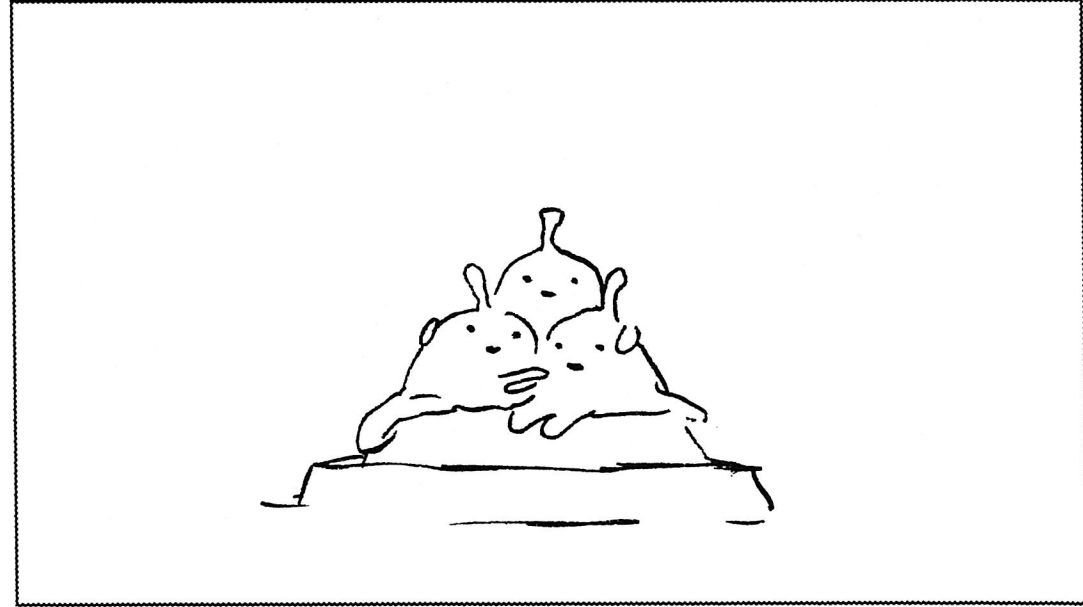


Page 40

Sc. 35 Pnl. B Bg. day night



Sc. 35 Pnl. C Bg. day night



Dialog:

- creak -

Action:

- Finn opens the door completely, illuminating the entire room.

Timing:

BG's: hello
hello
hello

(slightly out of sync)

EPISODE #

1034-209

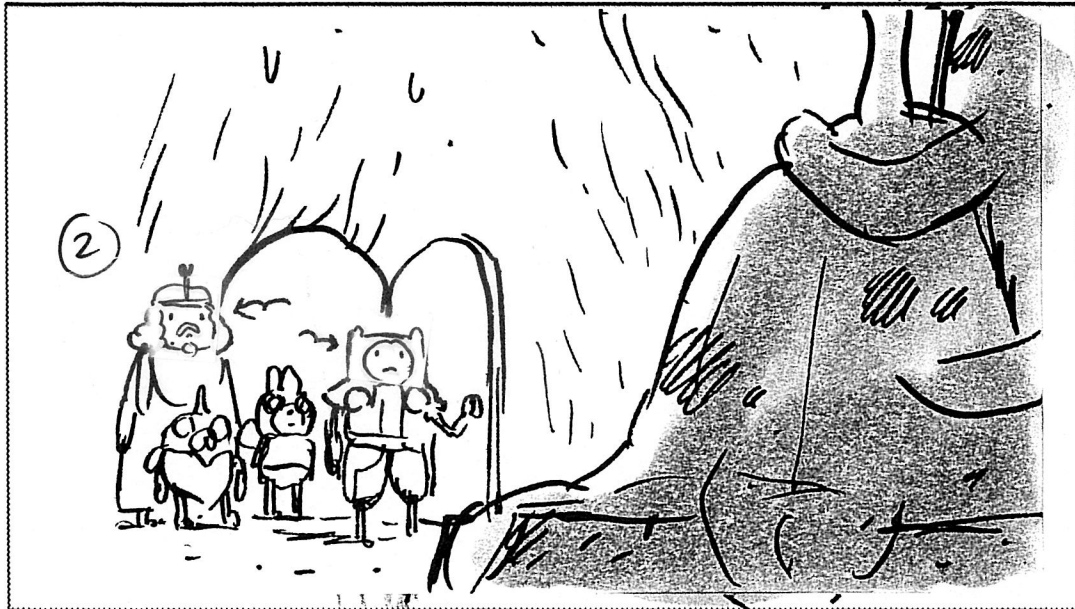
Production :

ADVENTURE TIME

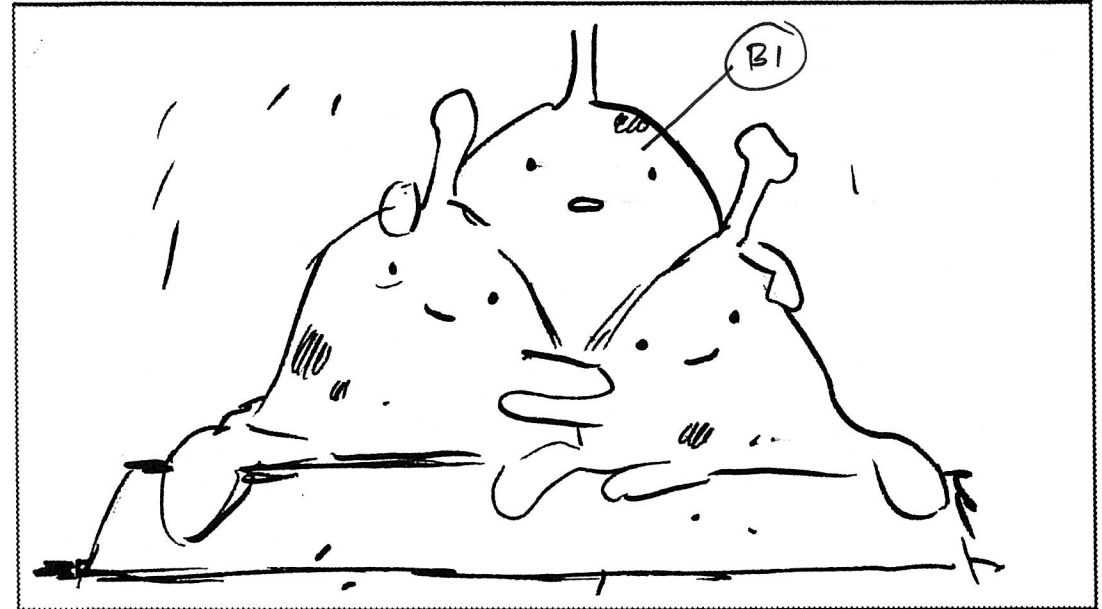


41
Page _____

Sc. 36 Pnl. A Bg. day night



Sc. 37 Pnl. A Bg. day night



Dialog:

(B1) we are the
sworn protectors
of the forbidden
inner
Sanctum

Action:

Timing:



(B1) to proceed you
must answer this
ancient riddle.

1034-209

EPISODE #

Production :

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ADVENTURE TIME



Sc.

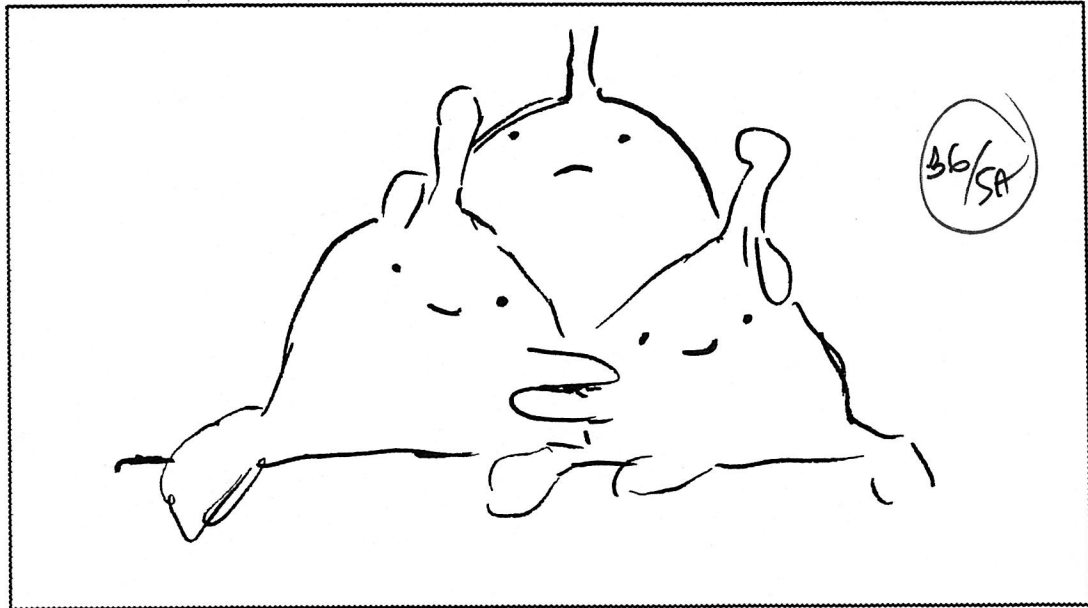
37

Pnl.

B

Bg.

day night



Sc.

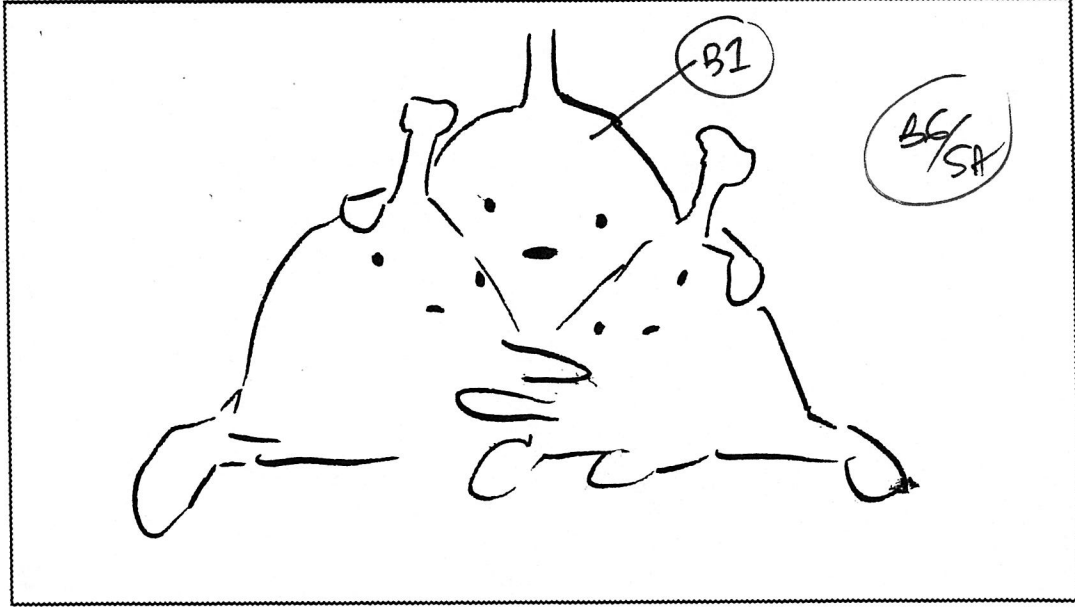
37

Pnl.

C

Bg.

day night



Dialog:

- beat -

Action:

Timing:

(B1): I forgot
the riddle.

EPISODE #

1034-209

Production :

ADVENTURE TIME



43

Page

Sc.

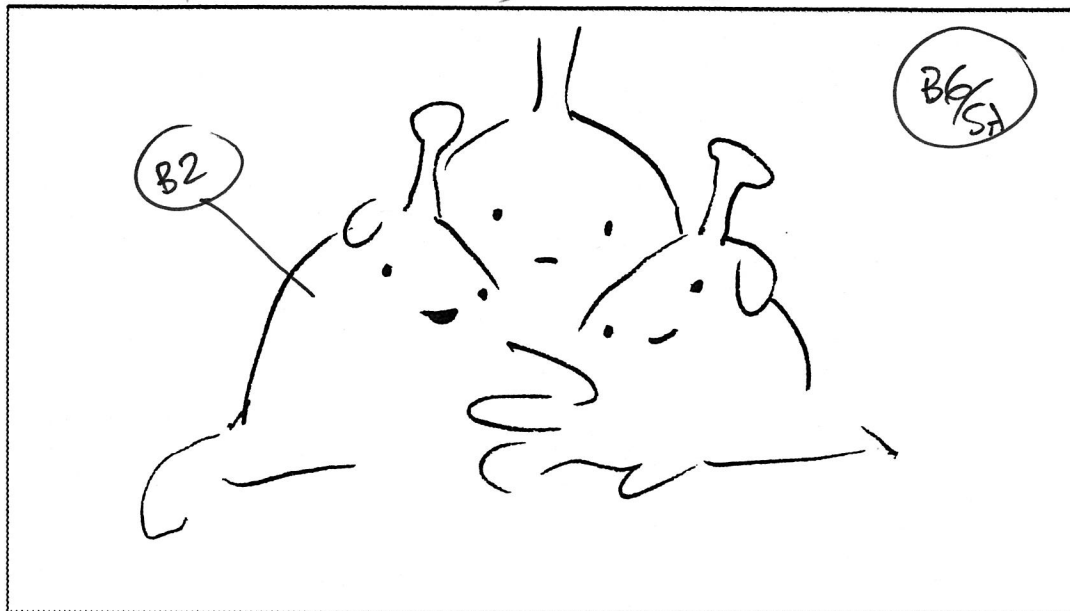
37

Pnl.

D

Bg.

day night



Sc.

37

Pnl.

E

Bg.

day night



Dialog:

BG 2 ~~that's~~ okay.

Action:

JAKE (1) (2)
hey - there's
stairs back
here

Timing:



Production :

EPISODE #

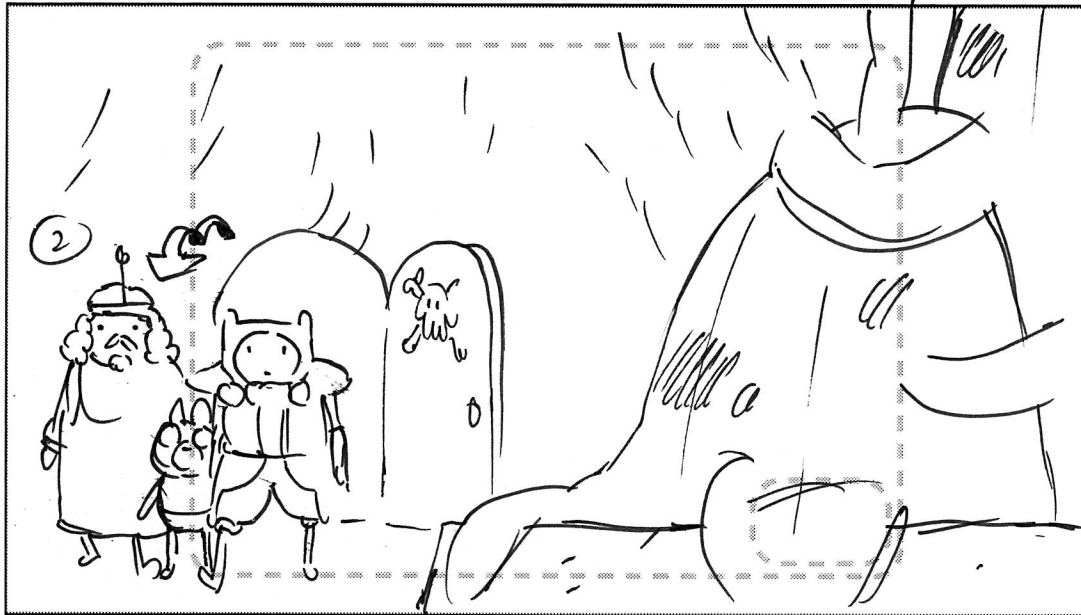
1034-209

ADVENTURE TIME

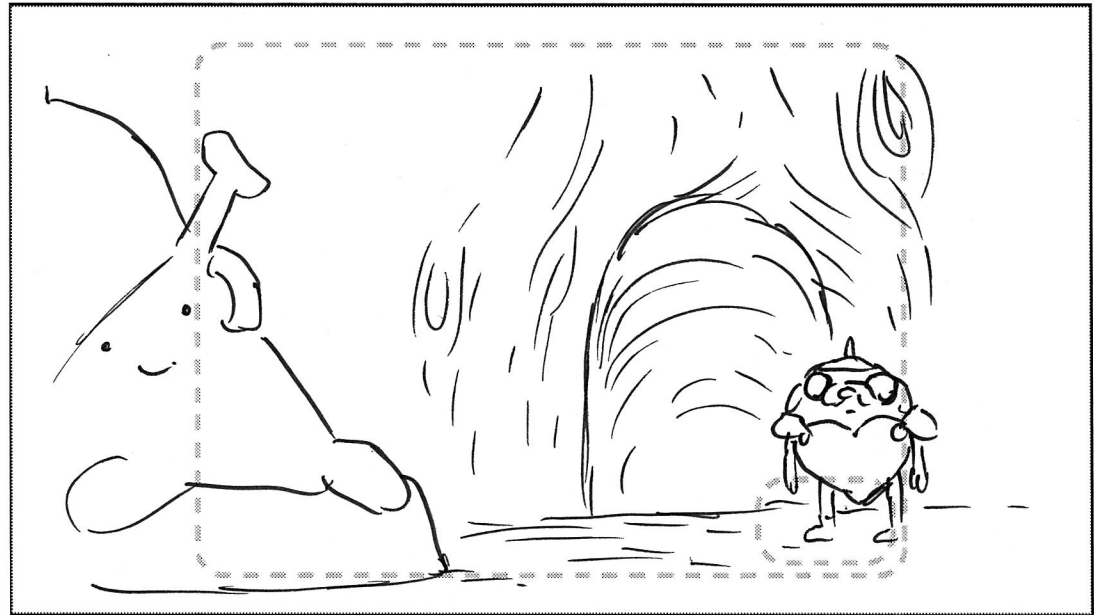


Page 44

Sc. 38 Pnl. A Bg. day night



Sc. 39 Pnl. A Bg. day night



Dialog:

(B1) I love you

(B2) I love you too.

(B3) I love you guys

Action:



Timing:

EPISODE #

1034-209

Production :

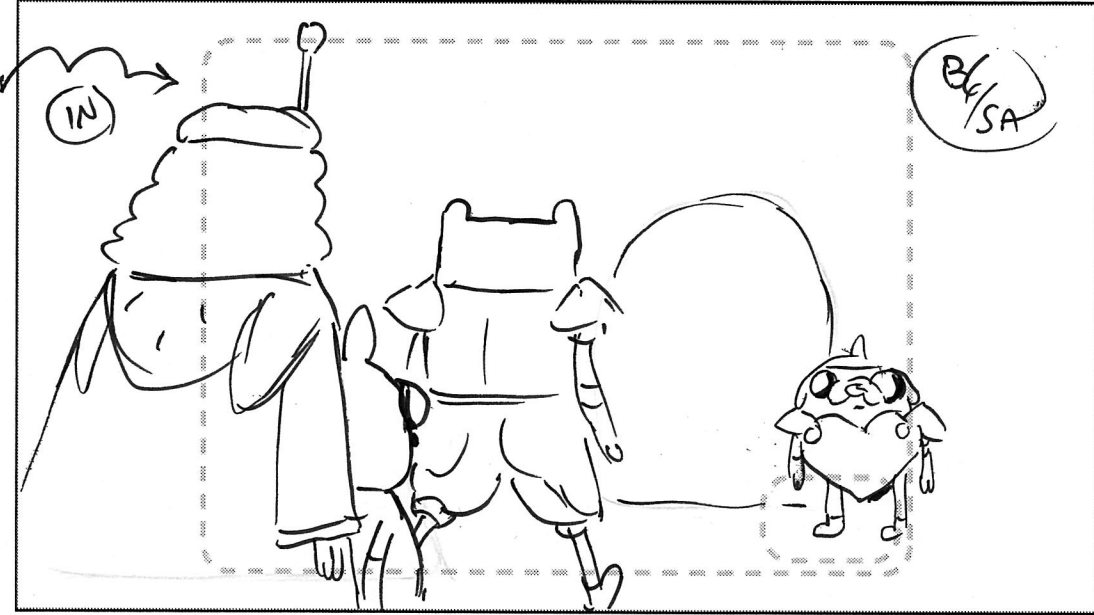
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ADVENTURE TIME

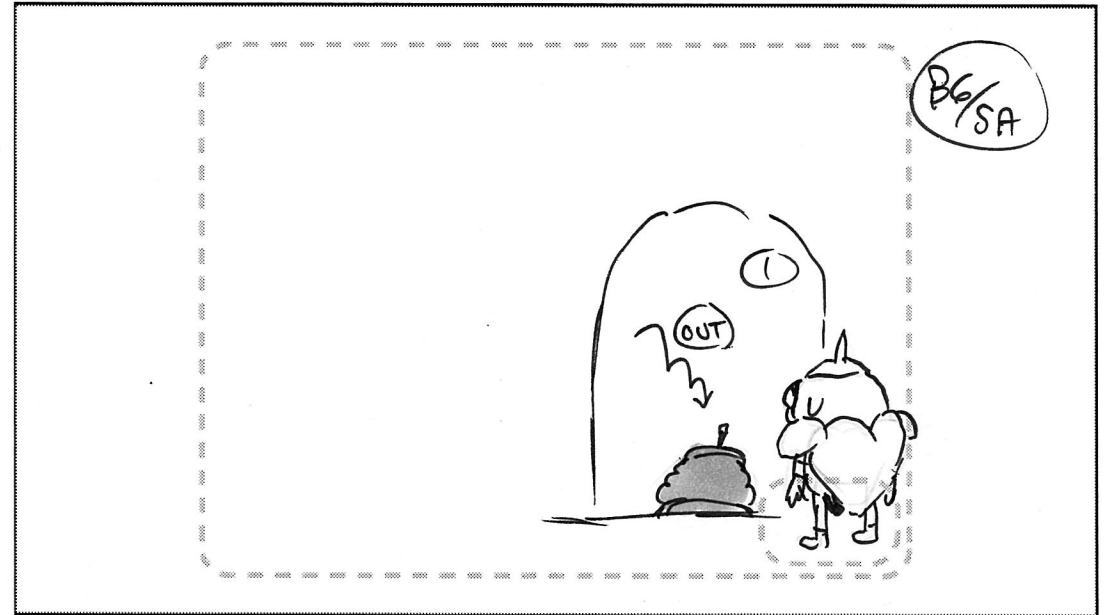


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Sc. 39 Pnl. B Bg. day night



Sc. 39 Pnl. C Bg. day night



Dialog:

Banana guards:) hug/snuggle walla —————>

Action:

- Characters descend stairway o/s

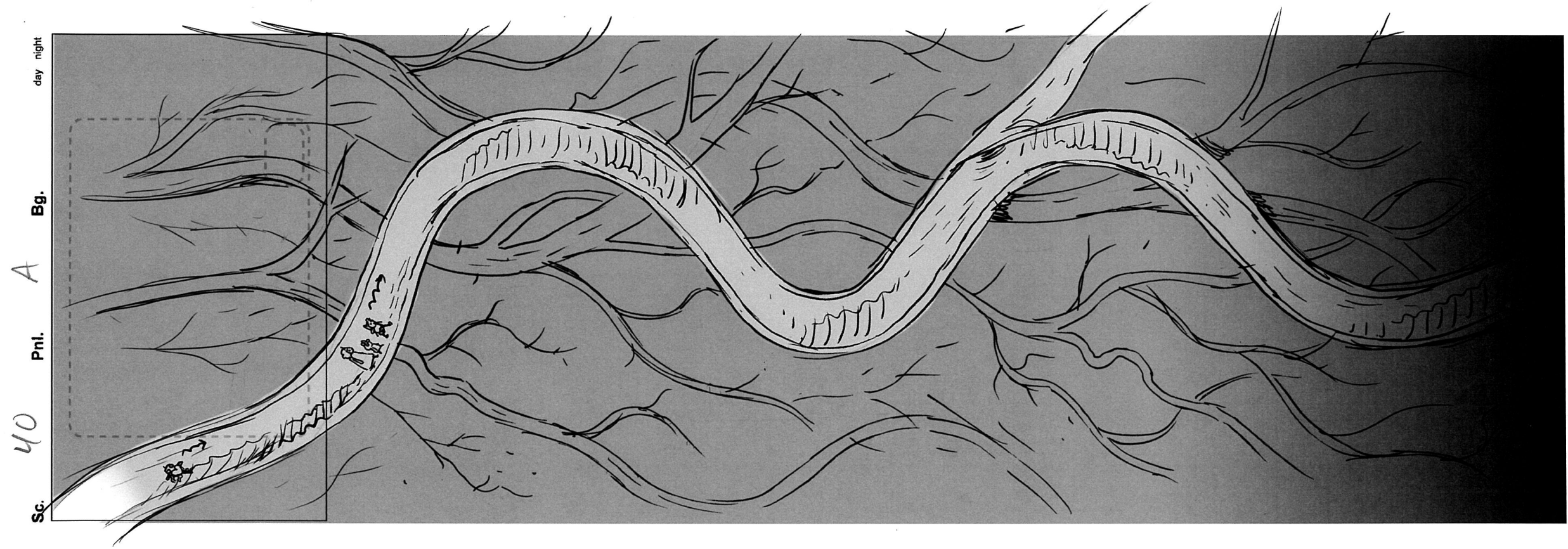
Timing:



EPISODE #

1034-209

Production :



(1)

PAN →

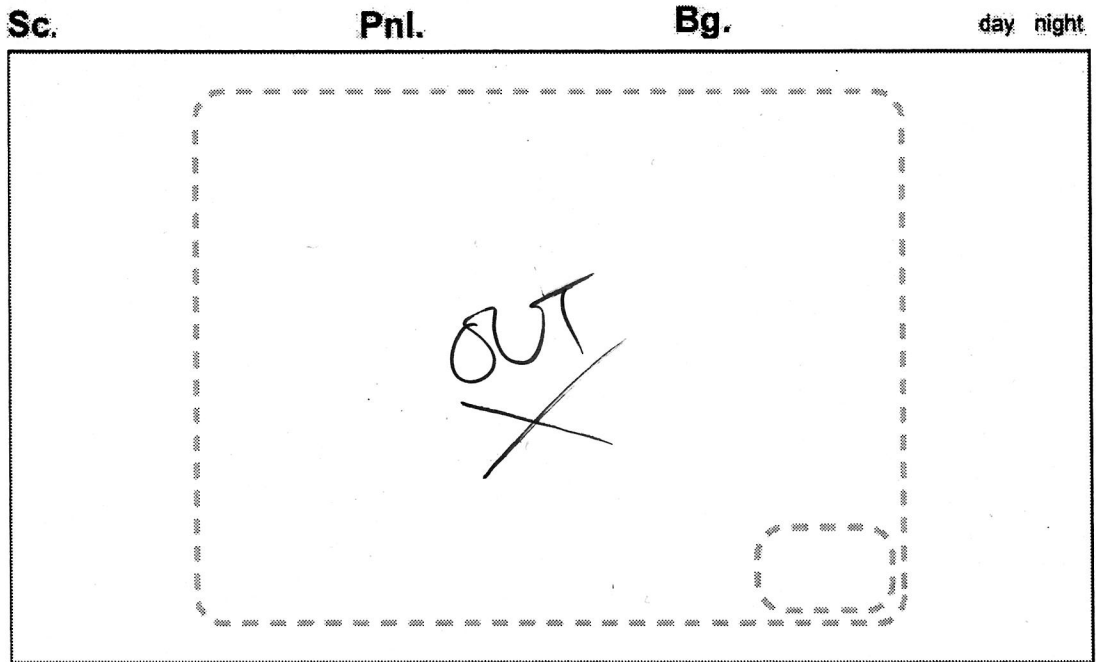
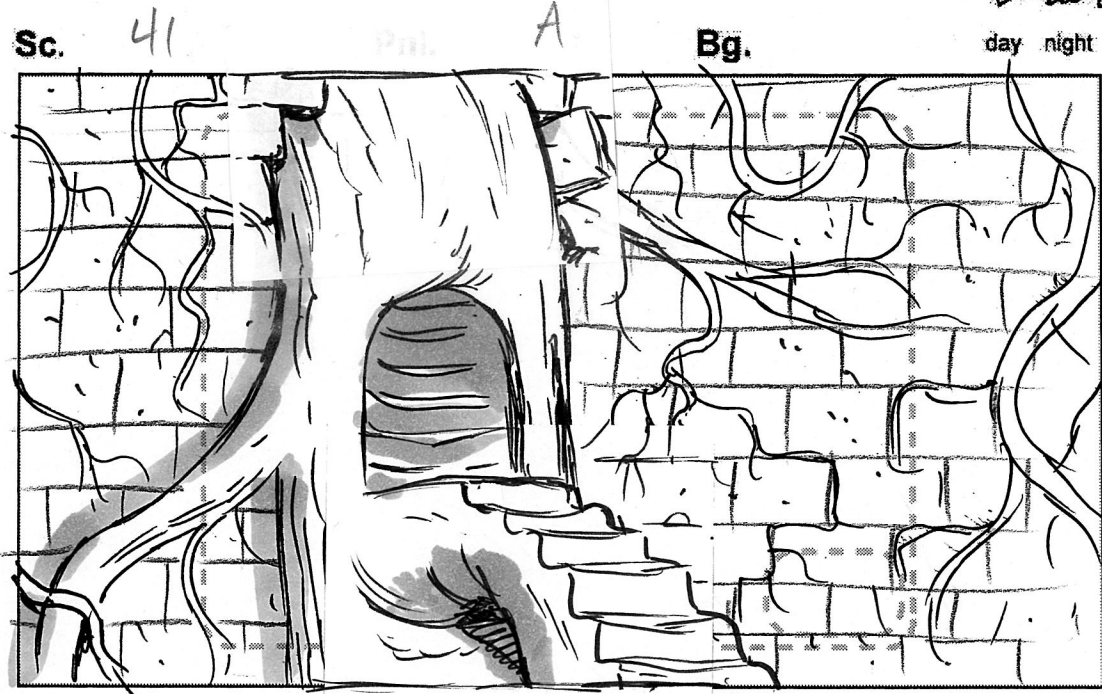
FADE
TO
BLACK

(2)

1034-209

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ADVENTURE TIME



Dialog:
Action:
Timing:

Production :
EPISODE #
1034-209

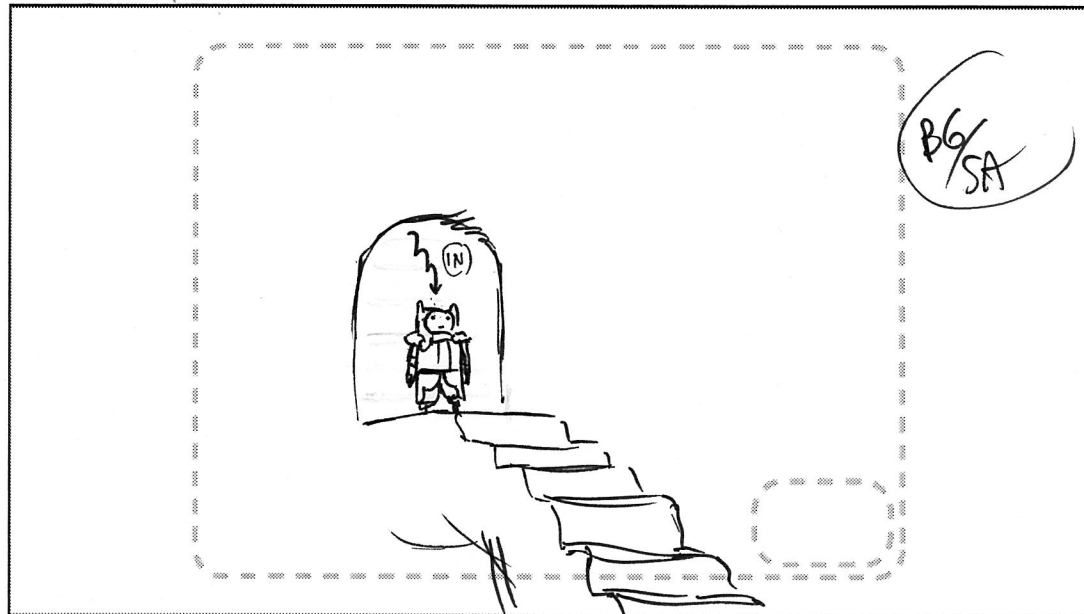
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ADVENTURE TIME

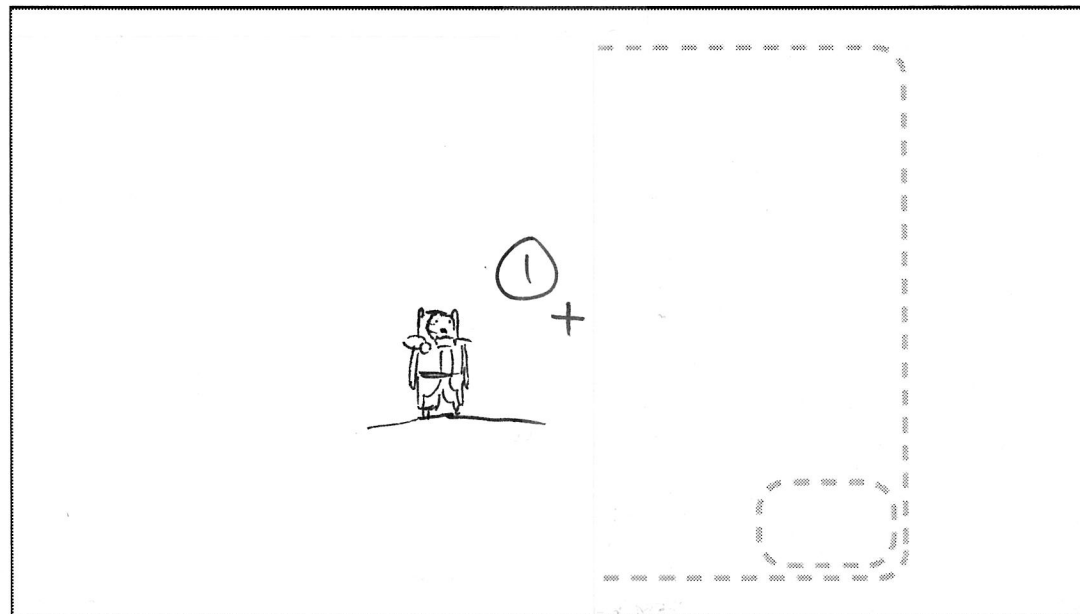


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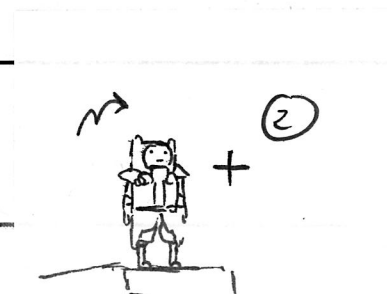
Sc. 41 Pnl. B Bg. day night



Sc. 41 Pnl. C Bg. day night



Dialog:	(F:) whoa...
Action:	
Timing:	



Production :

EPISODE #

1034-209

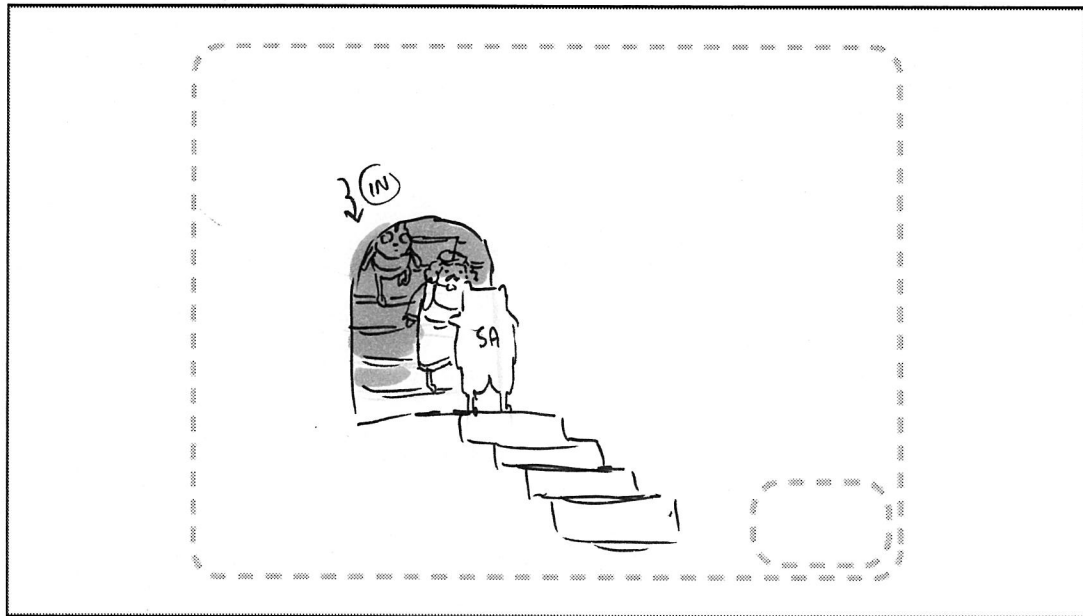
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ADVENTURE TIME

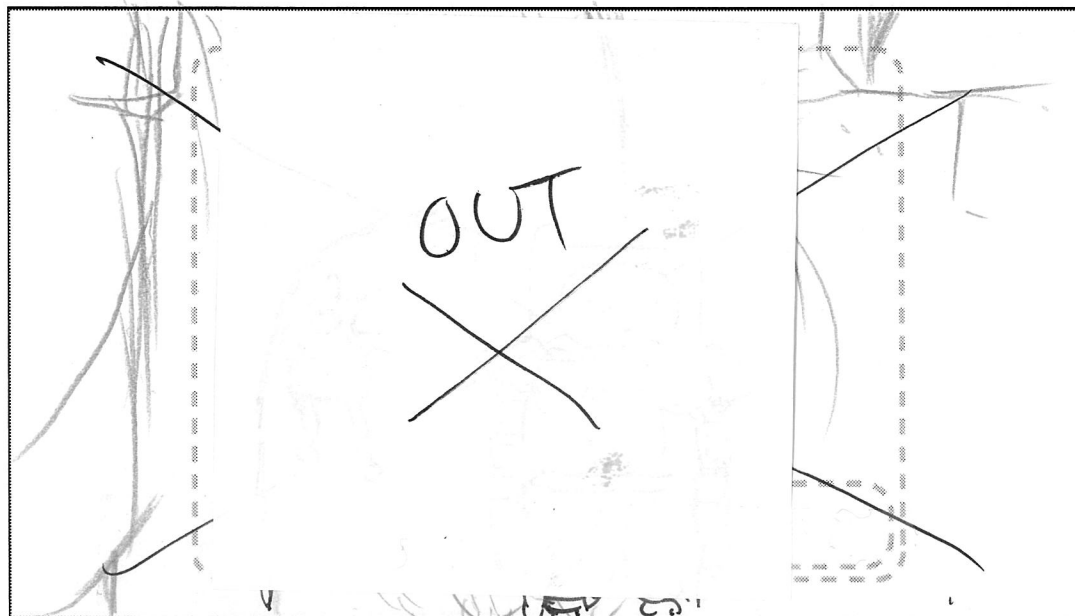


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Sc. 41 Pnl. D Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action:

Timing:

EPISODE #

1034-209

Production :

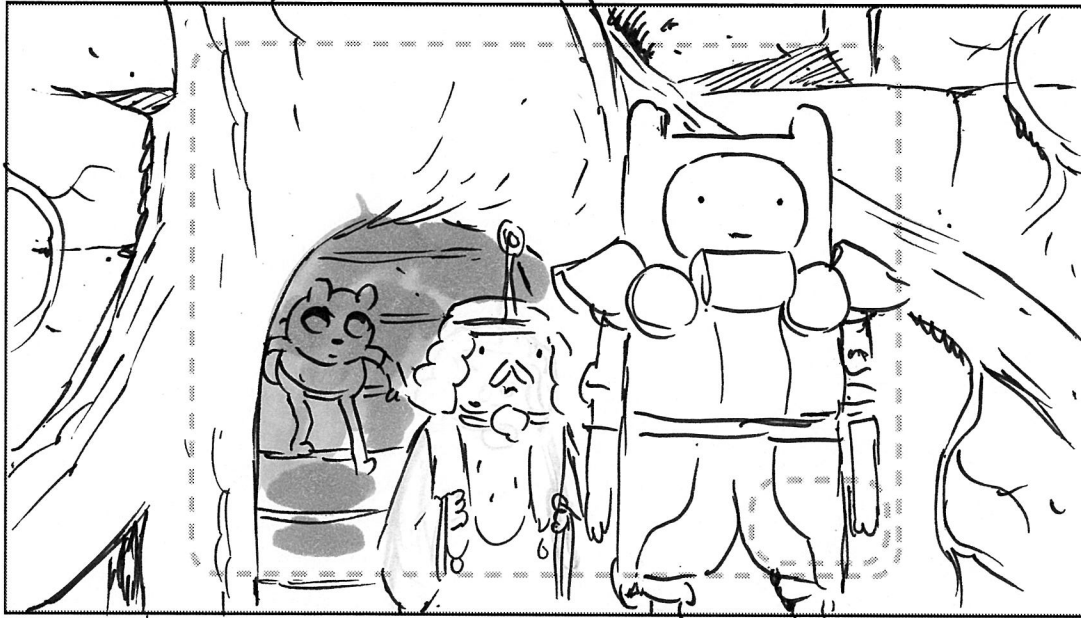
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ADVENTURE TIME

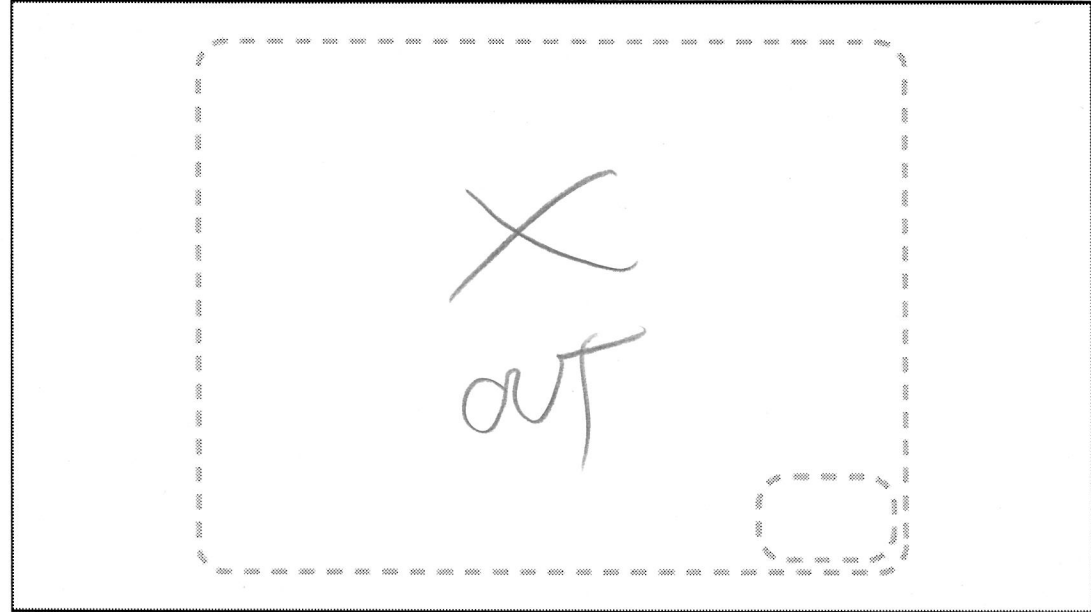


Page 50

Sc. 42 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action:

Timing:

EPISODE #

Production :

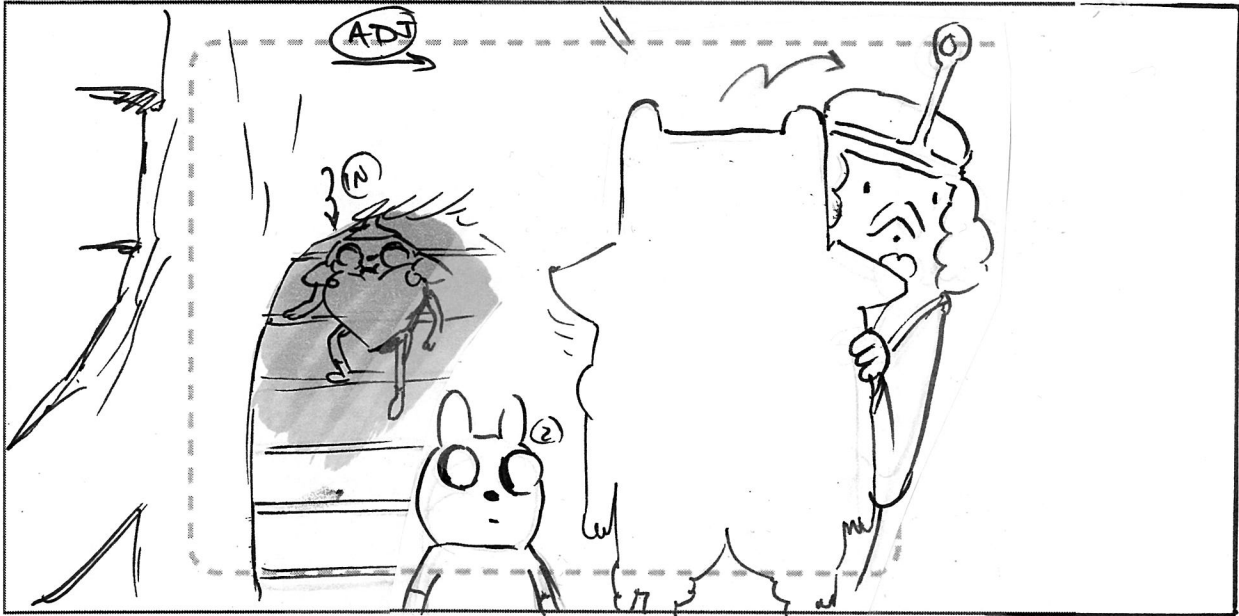
1034-209

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ADVENTURE TIME



Sc. 42 Pnl. B Bg. day night



Dialog: (J:) *huffing + puffing* wait... wait up...	
Action:	- King of Ooo nervously peers over Finn's shoulder - Jake descends slowly + w/ difficulty. Armor is too heavy.
Timing:	



Production :

EPISODE #

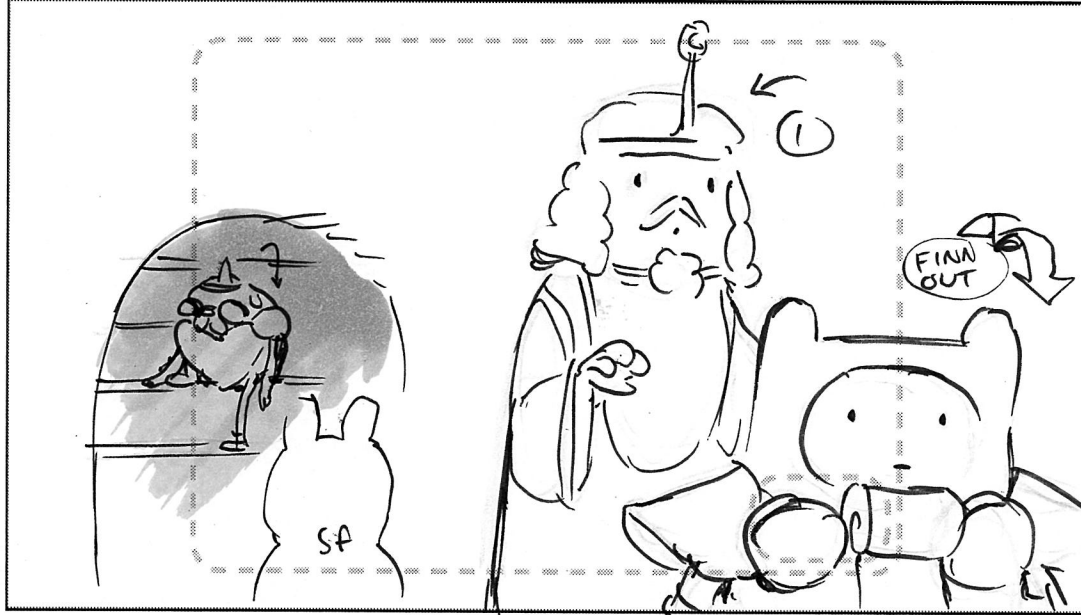
1034-209

ADVENTURE TIME

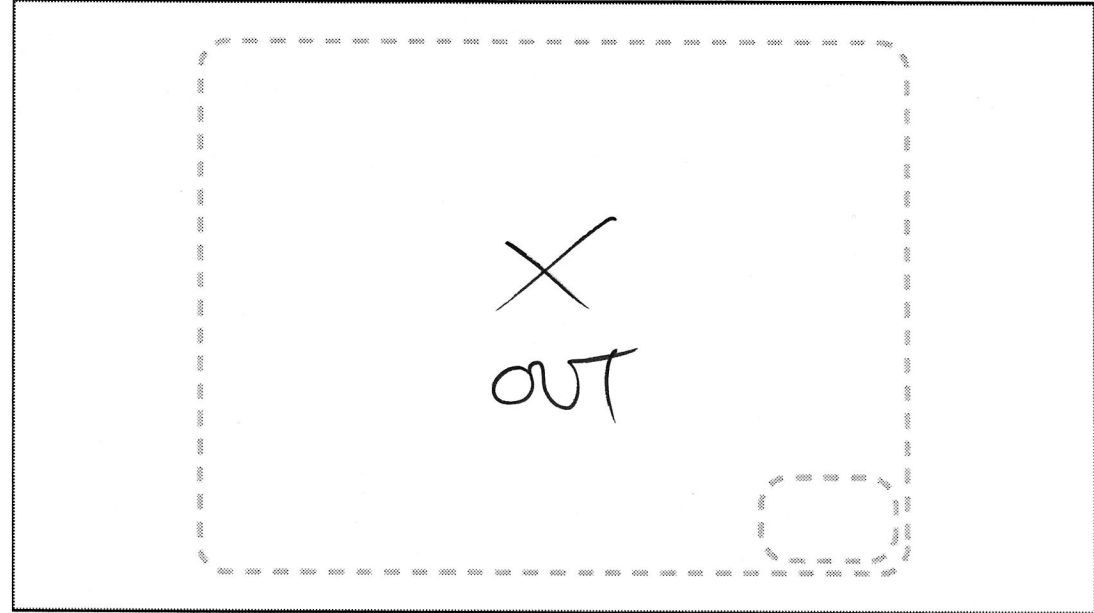


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Sc. 42 Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog: (J:) * huffing + puffing *
armors... kinds heavy...

Action: - Jake sits on step to rest.
- Finn descends root stairs

Timing:



EPISODE #

1034-209

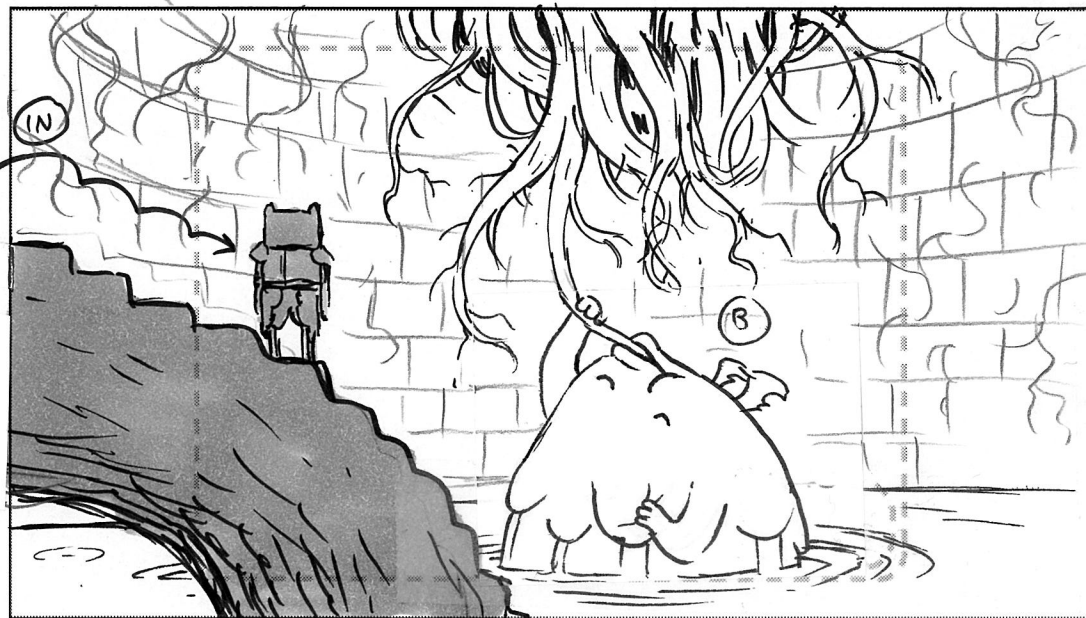
Production :

ADVENTURE TIME

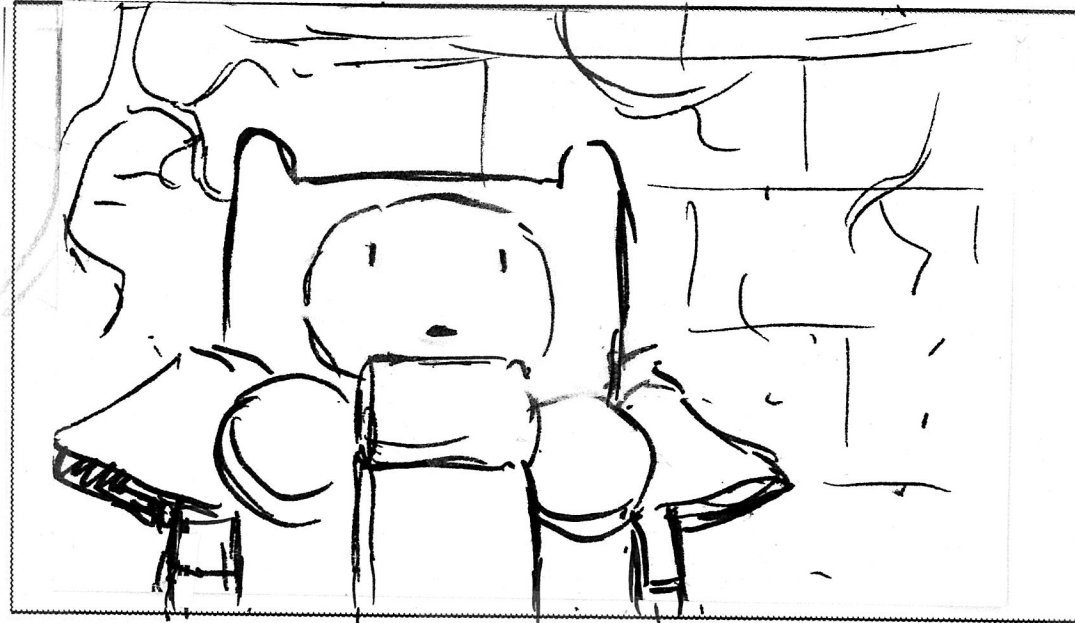


Page 53

Sc. 43 Pnl. A Bg. day night



Sc. 44 Pnl. A Bg. day night



Dialog:

(F:) ... it's a dragon ...
(Awed, amazed, almost to-self)

(NEDDY:) * suck suck suck → *

Action:

juice flows from
under candy flaps



- Neddy sucks
on Root. ABABAB

Timing:

EPISODE #

1034-209

Production :

ADVENTURE TIME

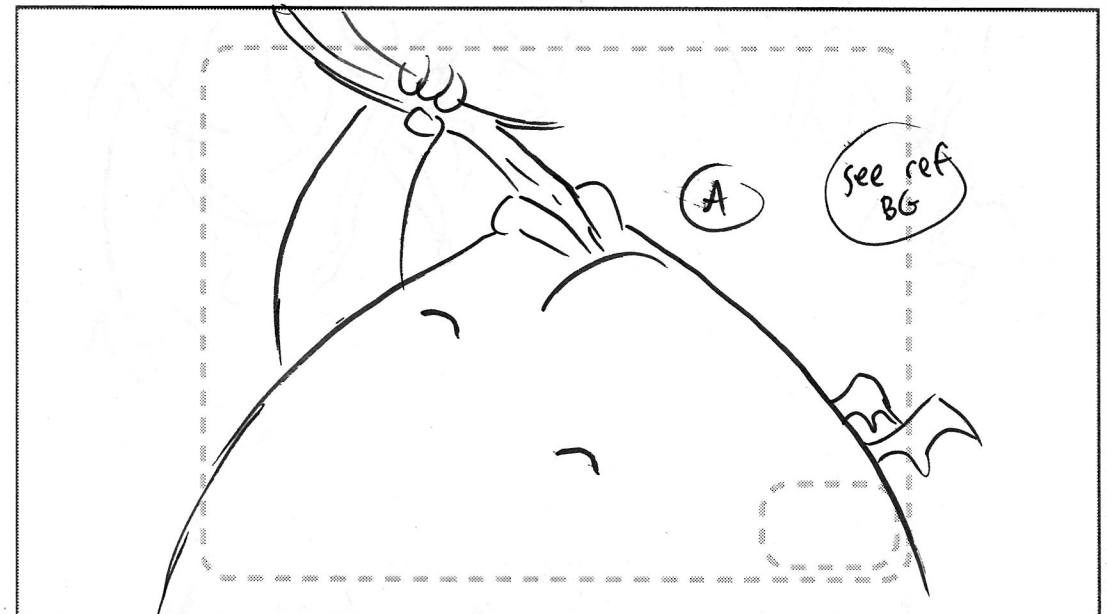


Page 54
day night

Sc. 44 Pnl. B Bg. day night



Sc. 45 Pnl. A Bg. day night



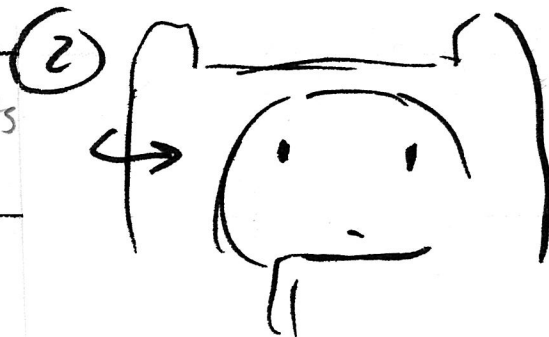
Dialog:

(F:) ^①look, ^②→

Action:

- Finn points
o/s at
Neddy

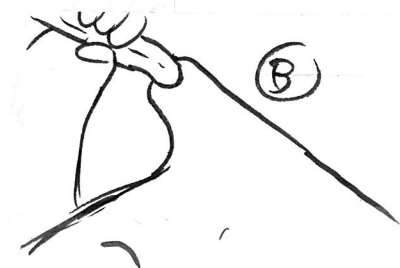
Timing:

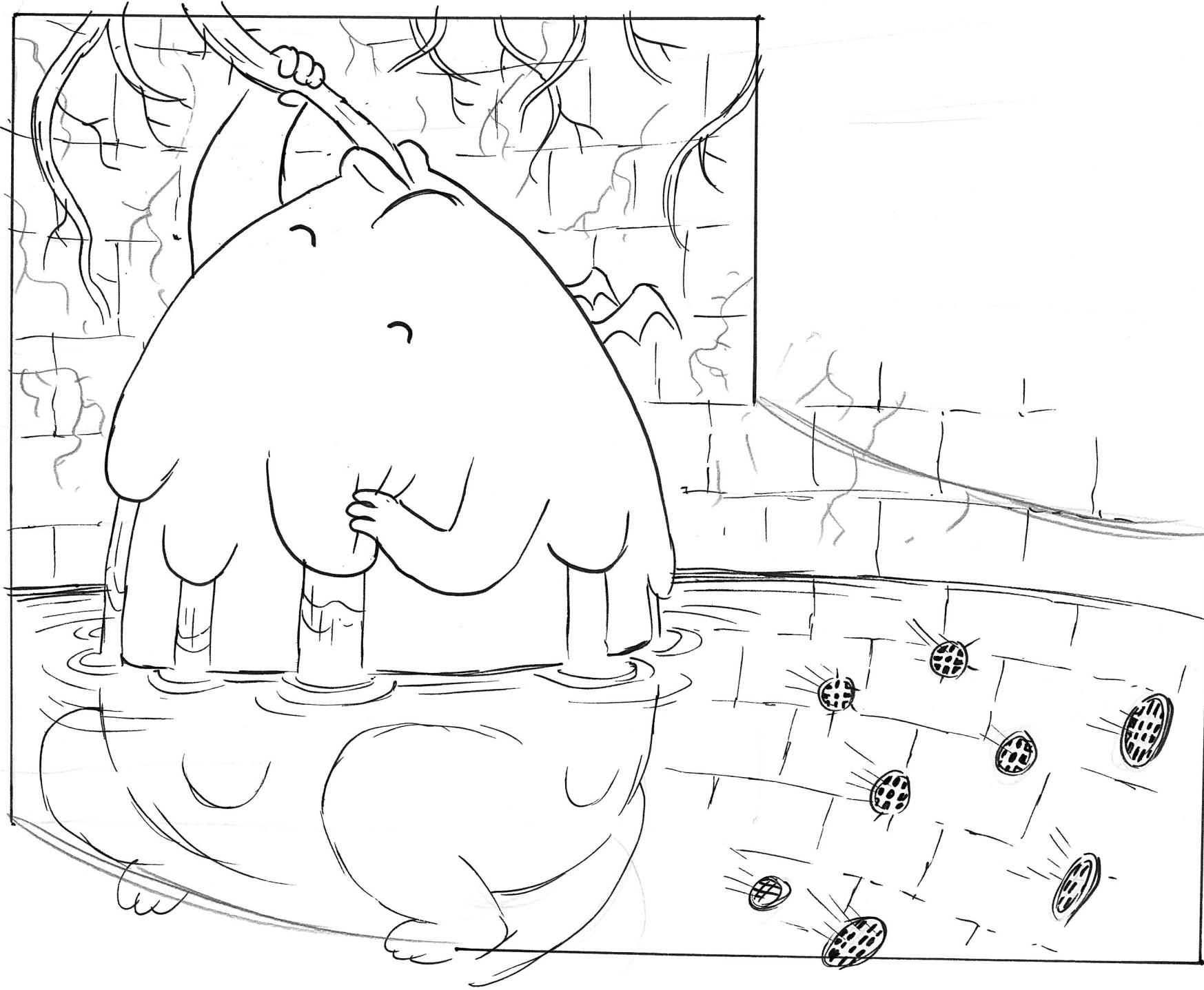


(FINN) (Vo.) He sucks the vitamins
from the roots.

(ALT:) ... from the ruts.

(NEDDY) *sucking*





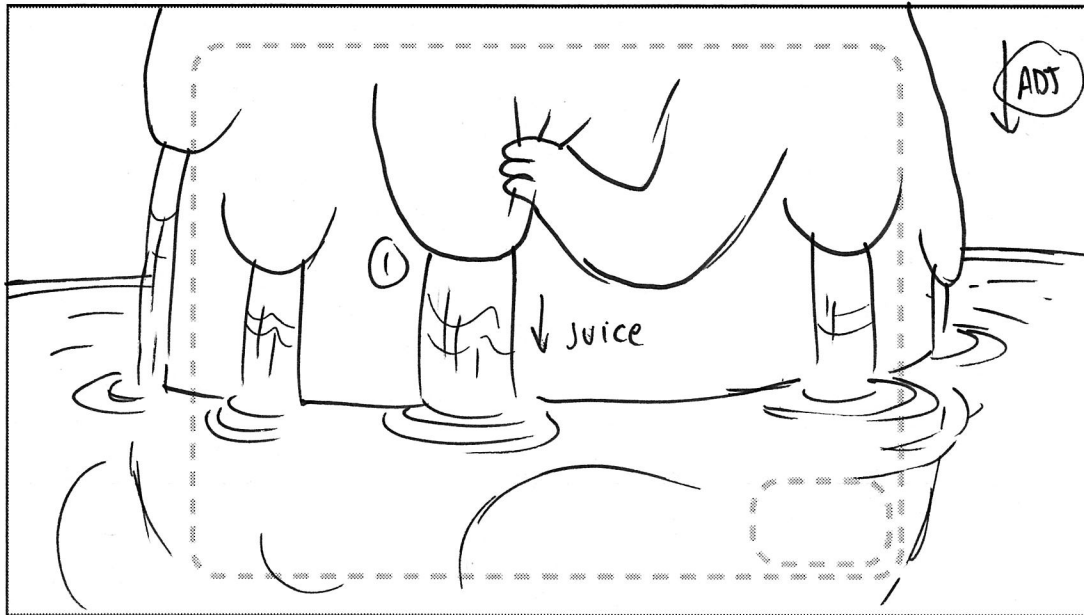
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ADVENTURE TIME

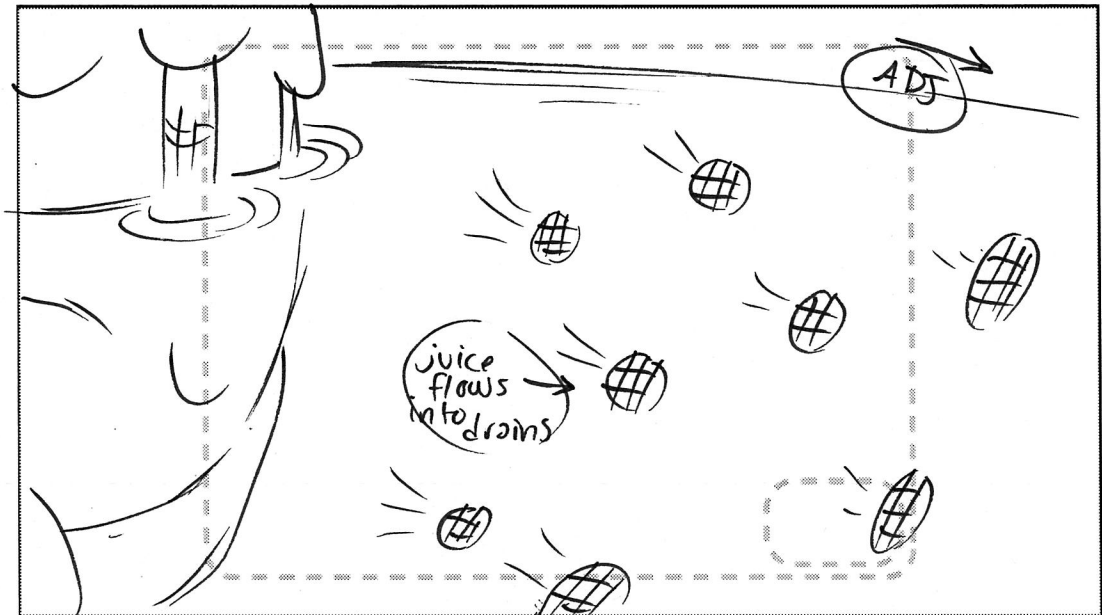


Page 56

Sc. 45 Pnl. B Bg. day night



Sc. 45 Pnl. C Bg. day night



Dialog: (F) (VO) And transforms it into
candy juice? ...

(F) (VO) and then? ...

Action:



- Built up excess
juice spurts out
① ② ③ ①

- Juice (and bubbles?) flows
into drains.

Timing:

EPISODE #

1034-209

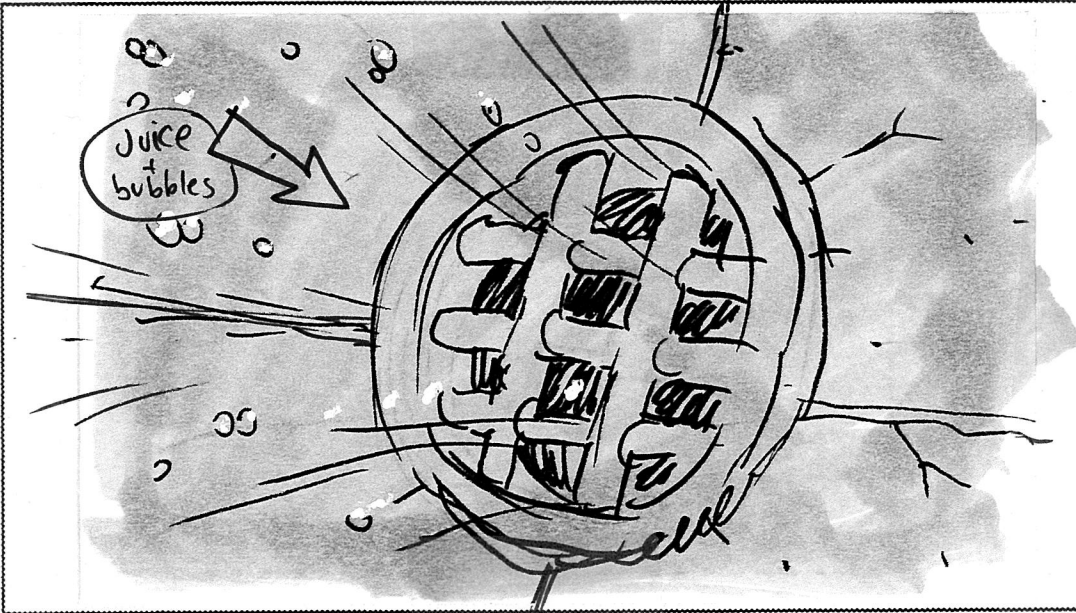
Production :

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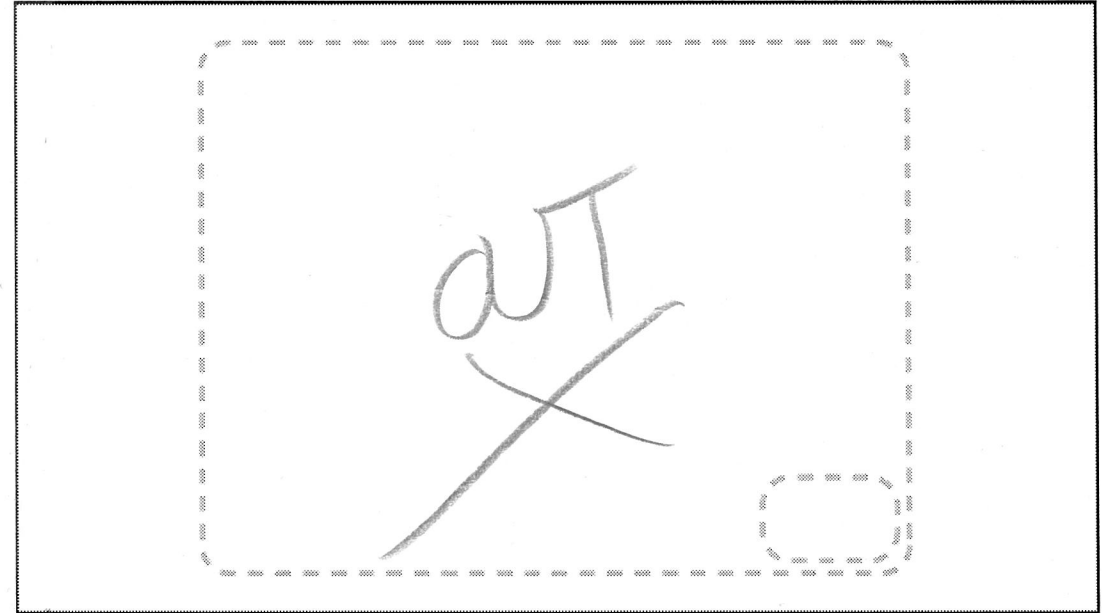
ADVENTURE TIME



Sc. 46 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog: (F:) the juice goes in all those drains...

Action: - Juice and bubbles flow into drain.

Timing:

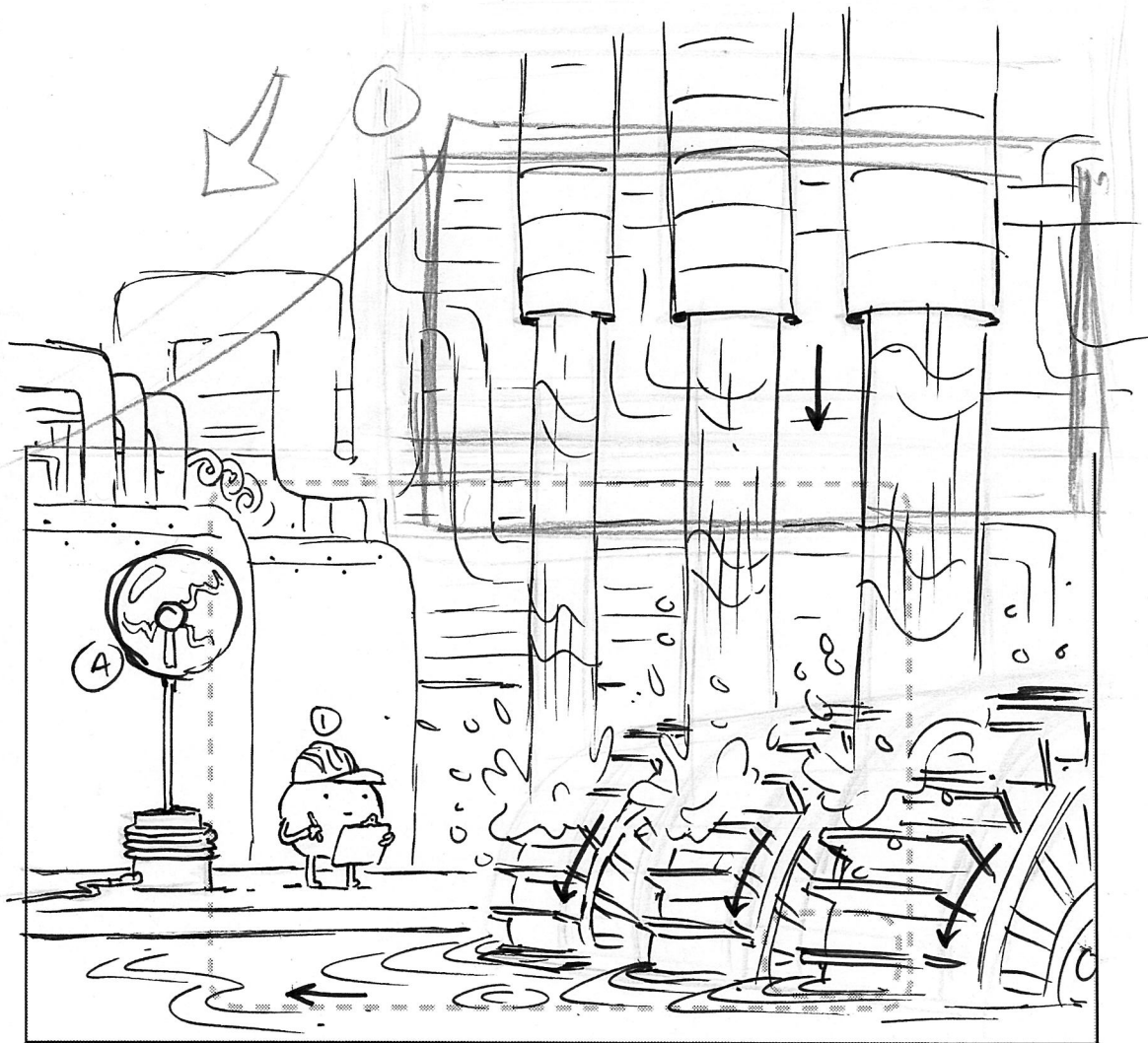
EPISODE # 1034-209
Production :

ADVENTURE TIME



Page 58

Sc. 47 Pnl. A Bg. day night



- Juice turns the turbines, creating electricity in the plasma lamp post.

Dialog:	(F:) ① This... ② this is the lifeblood of the whole kingdom.	
Action:	(B)	②
Timing:		

Production :

EPISODE #

1034-209

②



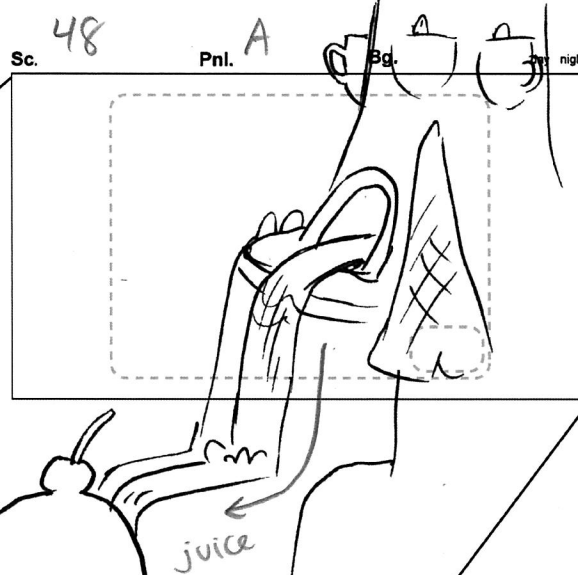
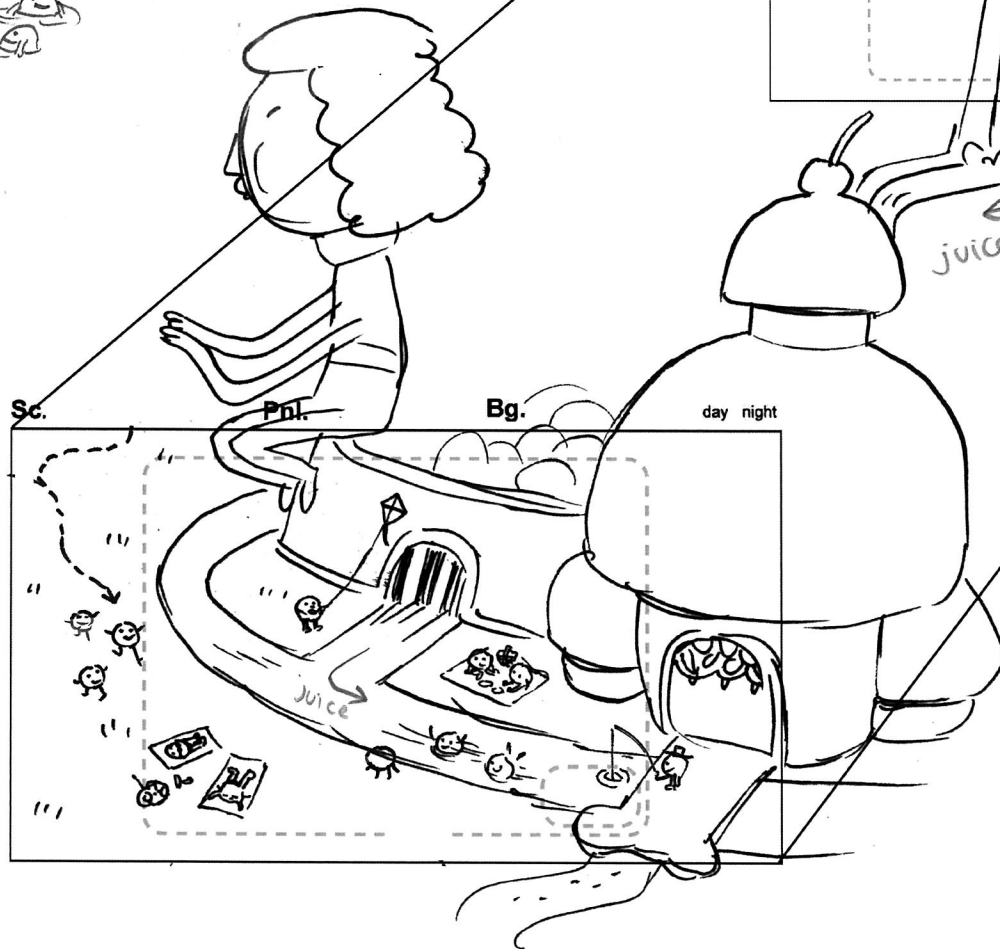
-candy person splashes in juice.



-candy person jumps into juice moat.

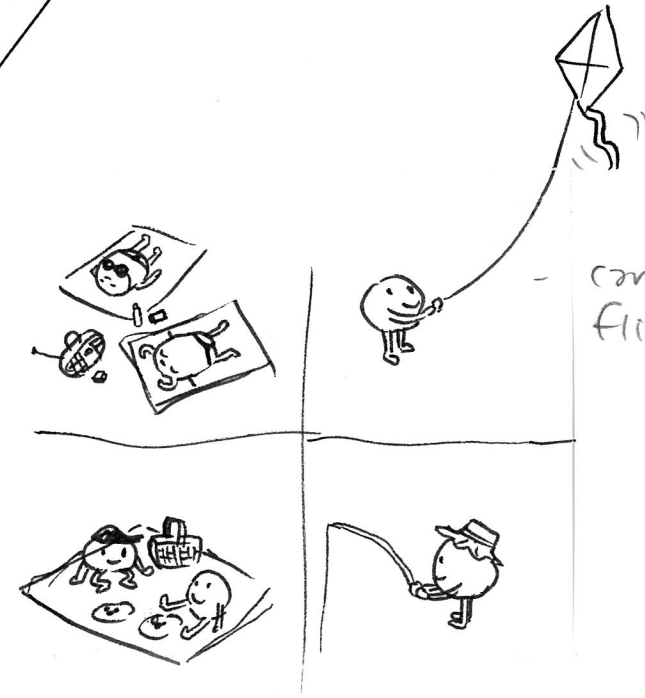


-candy kids run along-side juice moat



(FINN) (VO): power, defense, recreation... this is everything.

(KOO) (soft) *money rap* @ escalating volume →



-candy person flies kite.

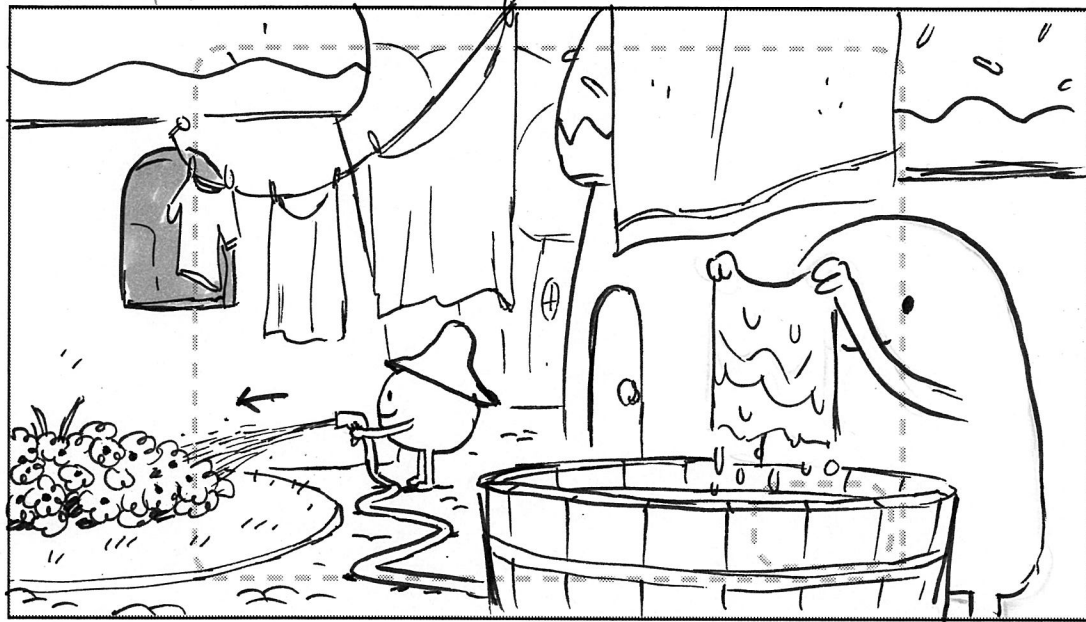
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ADVENTURE TIME

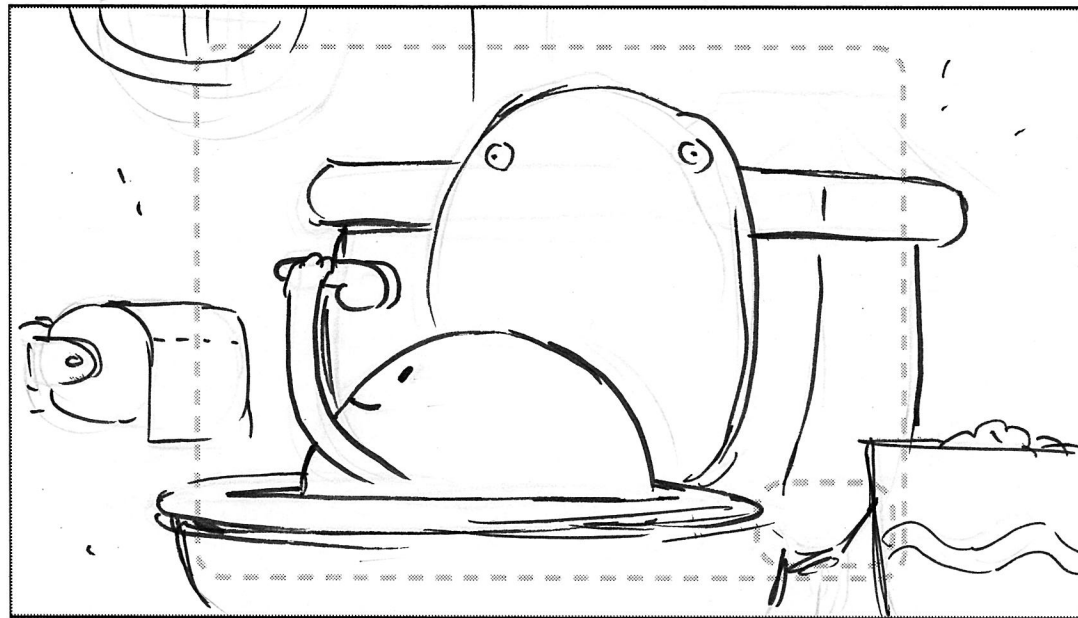


Page 60

Sc. 49 Pnl. A Bg. day night



Sc. 50 Pnl. A Bg. day night



Dialog: (FINN) (V.O.) → it cleans, and it nourishes... →

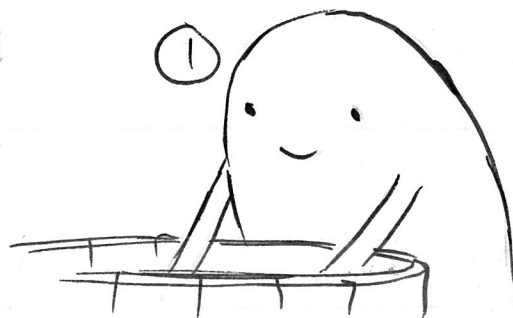
(KOO) (V.O.) \$*money rap continues to escalate volume*

(F:) .. and ... and (distracted by Koo)

(KOO)* continued rapping - distractingly loud *

Action:
- candy people
water flowers and
wash clothes.

Timing:



- candy kid flushes
toilet and spins
around and around
apx. 1 revolution per sec.



Production :

EPISODE #

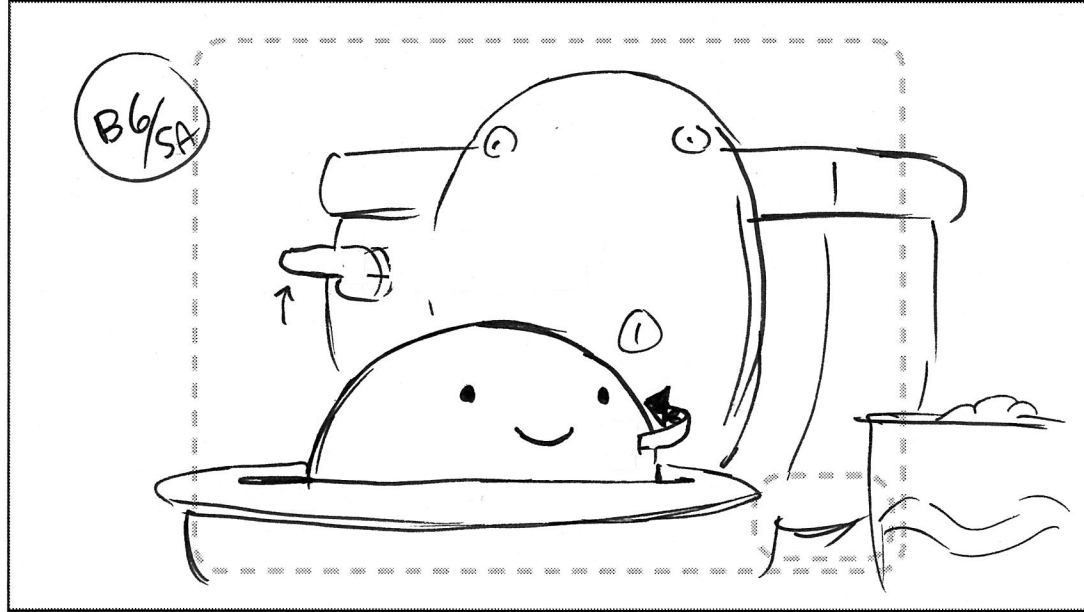
1034-209

ADVENTURE TIME

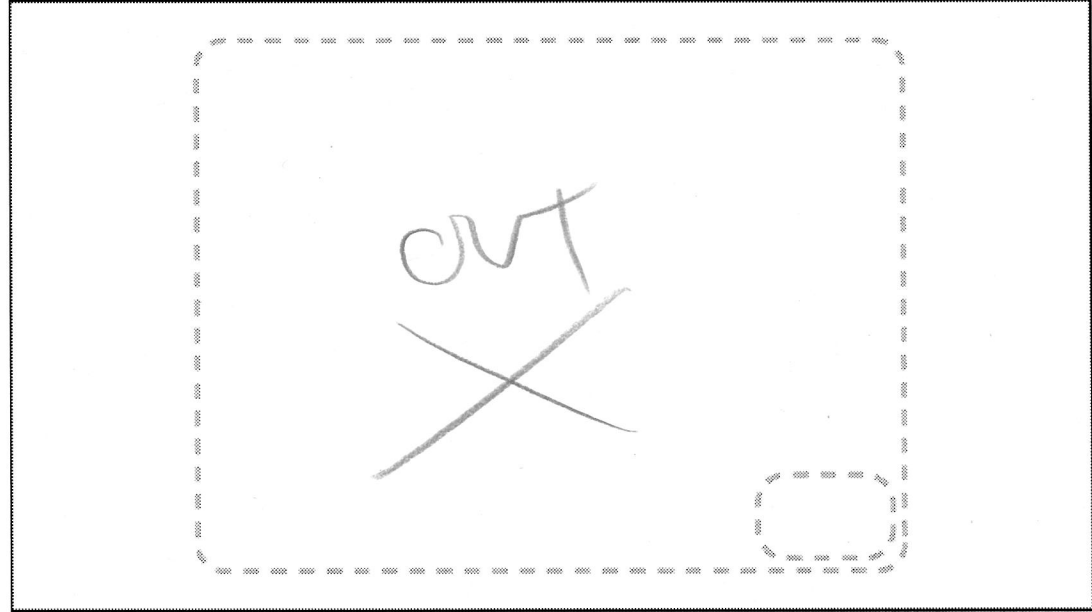


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Sc. 50 Pnl. B Bg. day night



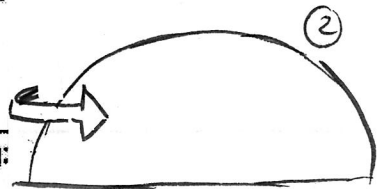
Sc. Pnl. Bg. day night



Dialog:

Action:

Timing:



EPISODE #

1034-209

Production :

ADVENTURE TIME

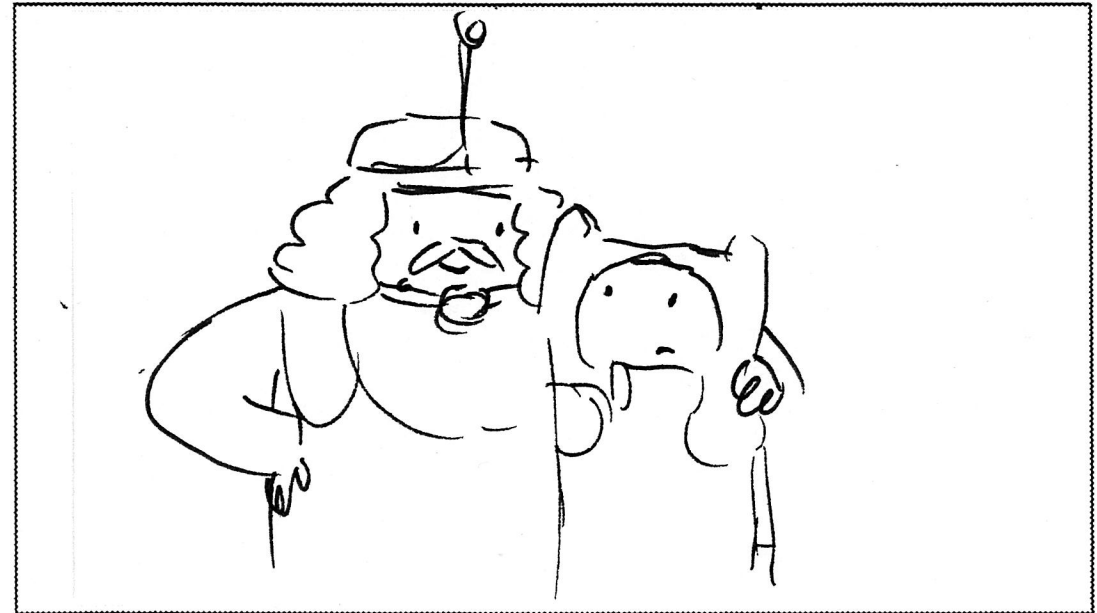


Page 62

Sc. 51 Pnl. A Bg. day night



Sc. 51 Pnl. B Bg. day night



Dialog:

(K.O.O.) ^(B) muh ^(A) muh ^(B) muh ^(A) muh
money
money....

K.O.O. - best -

Action:

Timing:



EPISODE #

1034-209

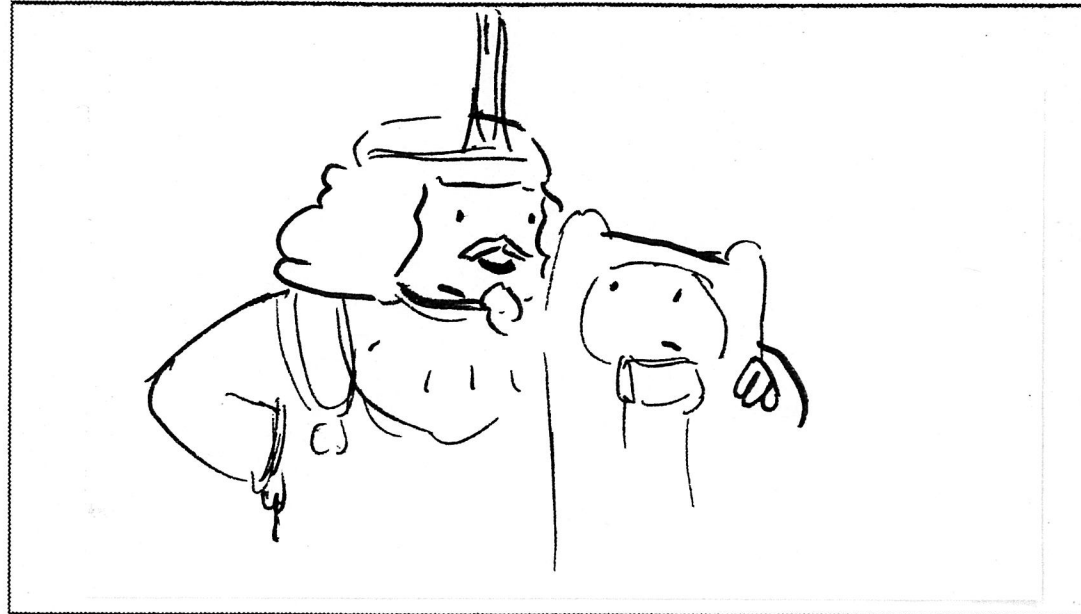
Production :

ADVENTURE TIME



Page 63

Sc. 51 Pnl. C Bg. day night



Sc. 51 Pnl. D Bg. day night



Dialog:

(KOO:) go on.

Action:

Timing:



-Finn, annoyed
backs out from
under King of Ooo's
arm.

EPISODE #

1034-209

Production :

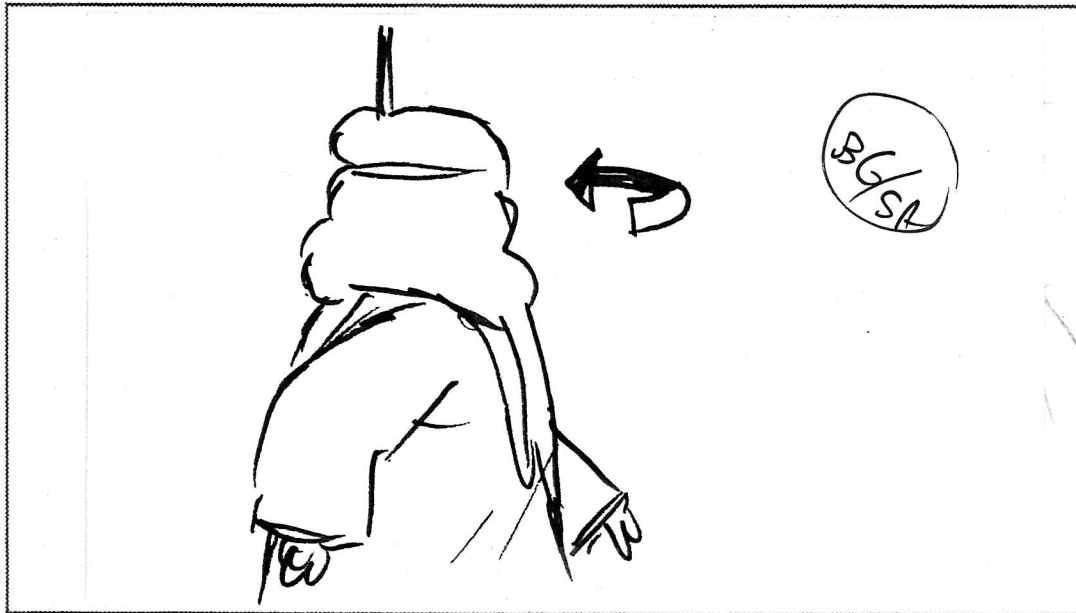
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ADVENTURE TIME

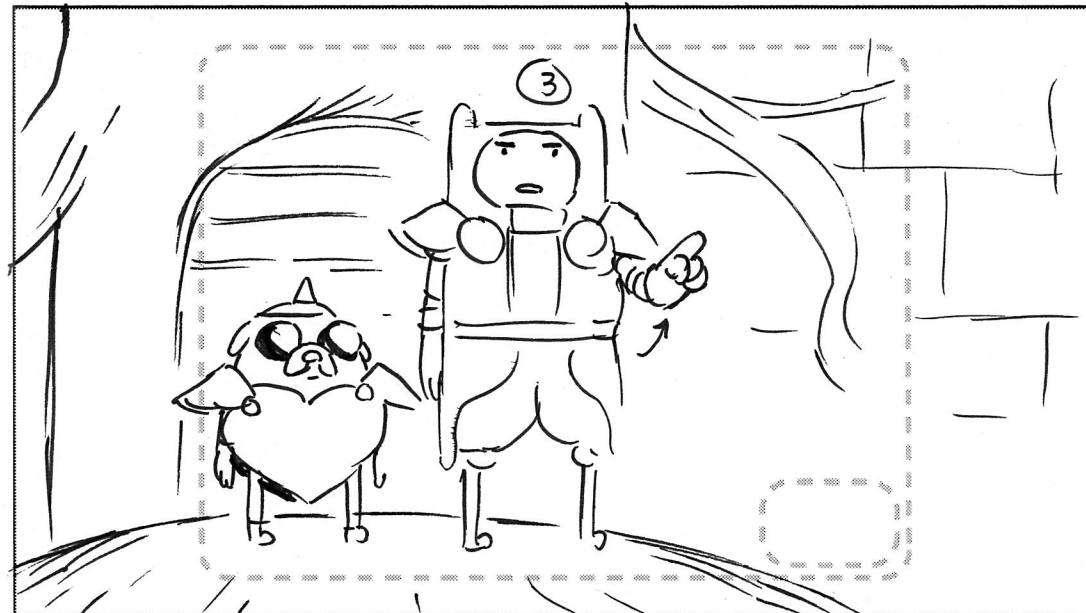


Page 64

Sc. 51 Pnl. E Bg. day night



Sc. 52 Pnl. A Bg. day night



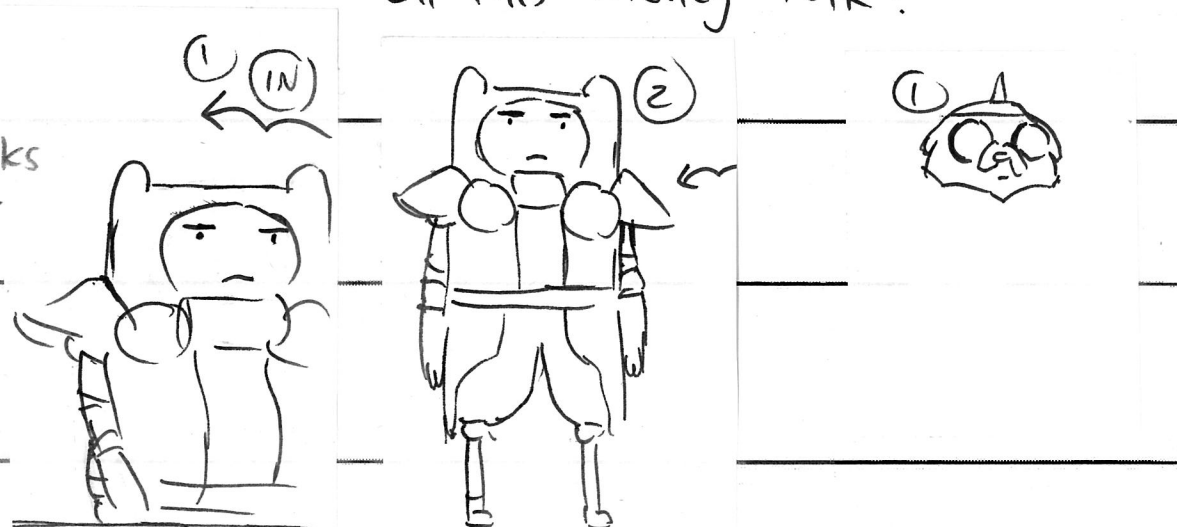
Dialog:

Action:

Timing:

(F: 3) What are you talkin' about with all this money talk?

- Finn backs into shot



Production :

EPISODE #

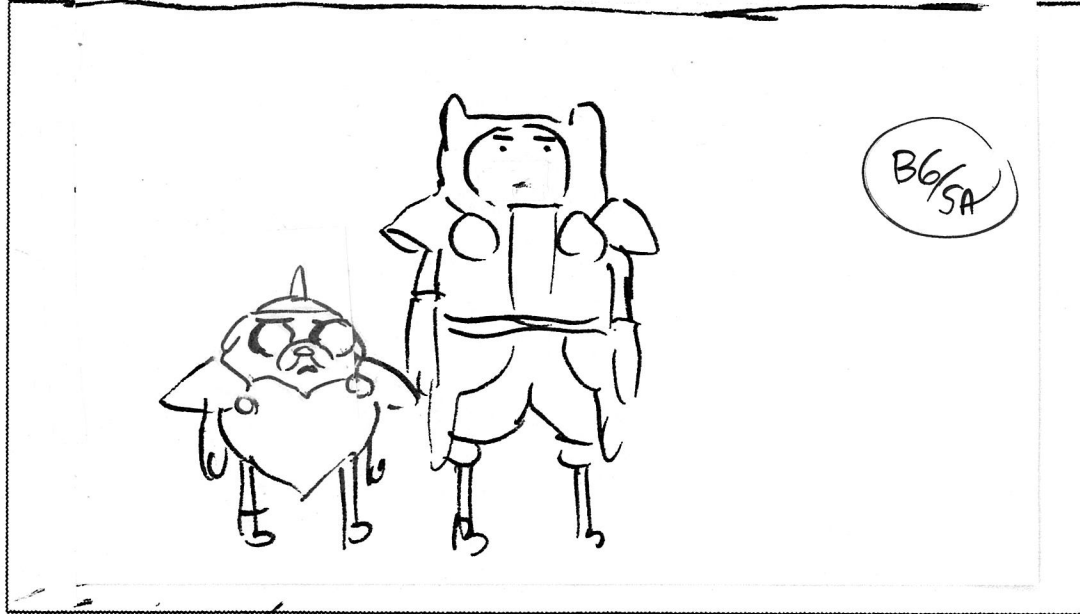
1034-209

ADVENTURE TIME



Page 65

Sc. 52 Pnl. B Bg. day night



Sc. 53 Pnl. A Bg. day night



Dialog:

(J:) Yeah why are you singing the money song?

Action:

Timing:

(K:) What? You don't see it? * sigh *

EPISODE # 1034-209

Production :

ADVENTURE TIME



Page 68

Sc.

53

Pnl.

B

Bg.

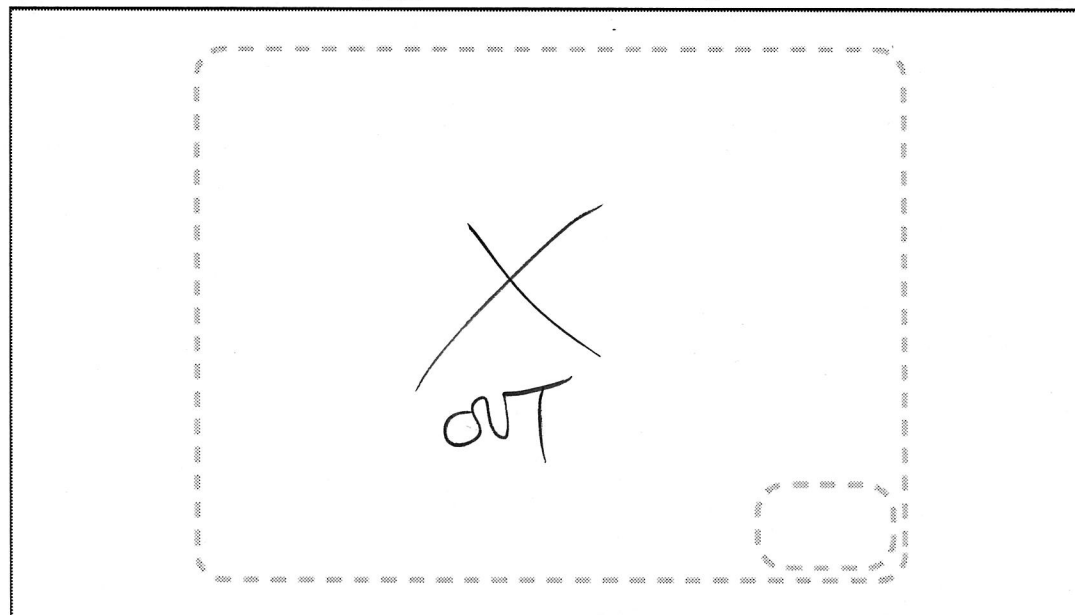
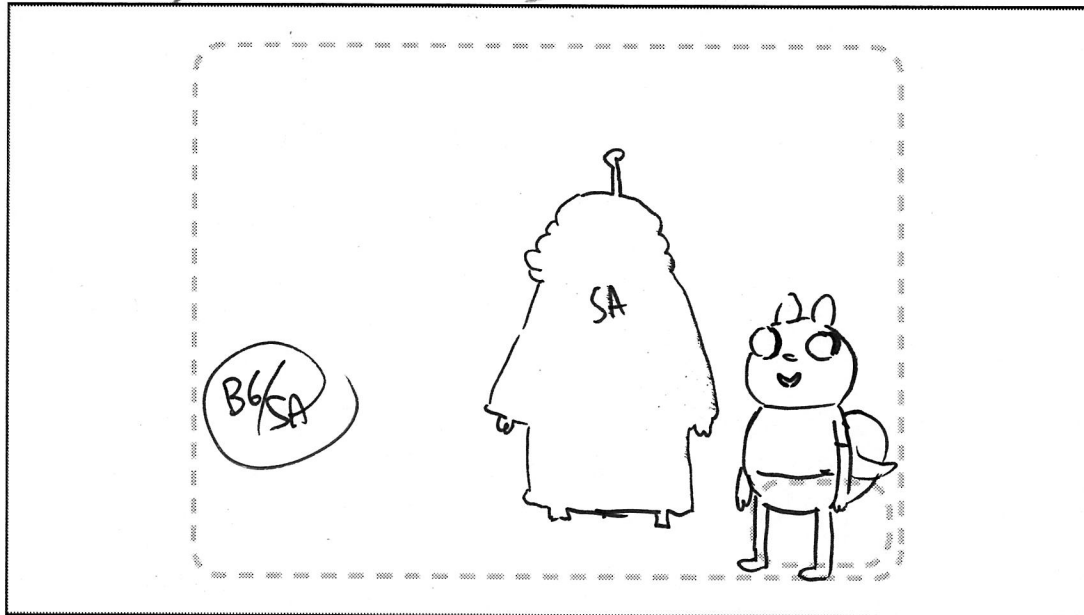
day night

Sc.

Pnl.

Bg.

day night



Dialog:

TORONTO: *chuckle*
(amused disbelief) They don't see it

Action:

Timing:

EPISODE #

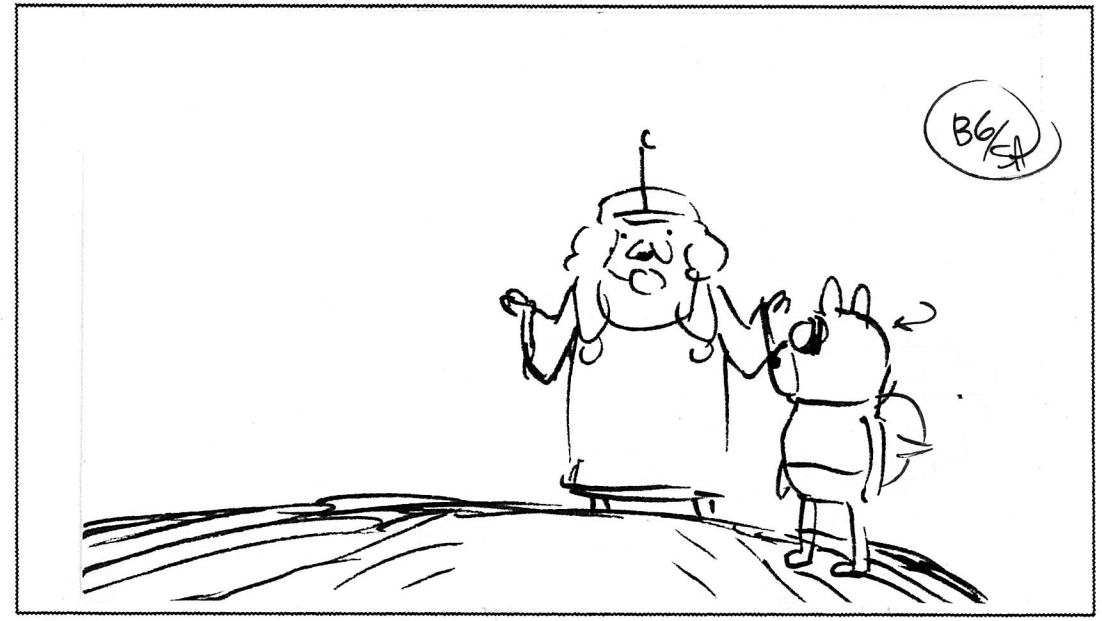
Production :

1034-209

ADVENTURE TIME



Sc. 53 Pnl. C Bg. day night



Sc. 54 Pnl. A Bg. day night



Dialog:	(koo) Look, everyone needs juice to live, right?		
Action:		(koo) → and I control the (2) source of the juice, →	start easing into position 2 here
Timing:			



EPISODE #

1034-209

Production :

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ADVENTURE TIME



Page 68

Sc.

55

Pnl.

A

Bg.

day night



Sc.

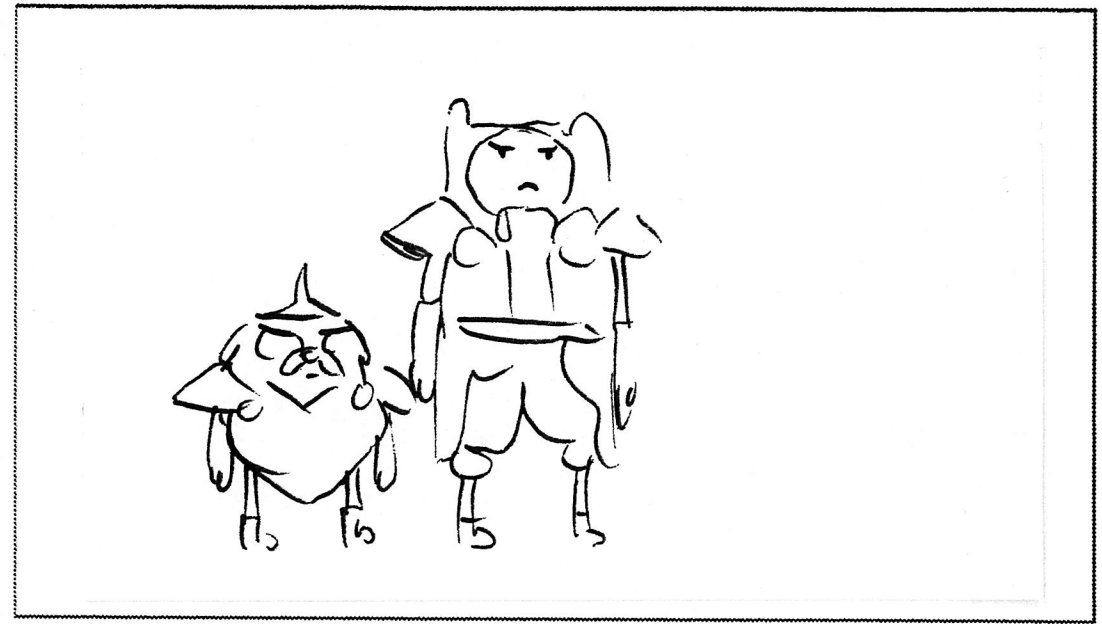
56

Pnl.

A

Bg.

day night



Dialog:

(koo) so by ^{me} charging
a mere pittance
for every single
drop, →

Action:

Timing:

(koo)^(os) I can easily
quadruple my
treasure pile!

EPISODE #

1034-209

Production :

ADVENTURE TIME



Page 69

Sc.

56

Pnl.

B

Bg.

day night

Sc.

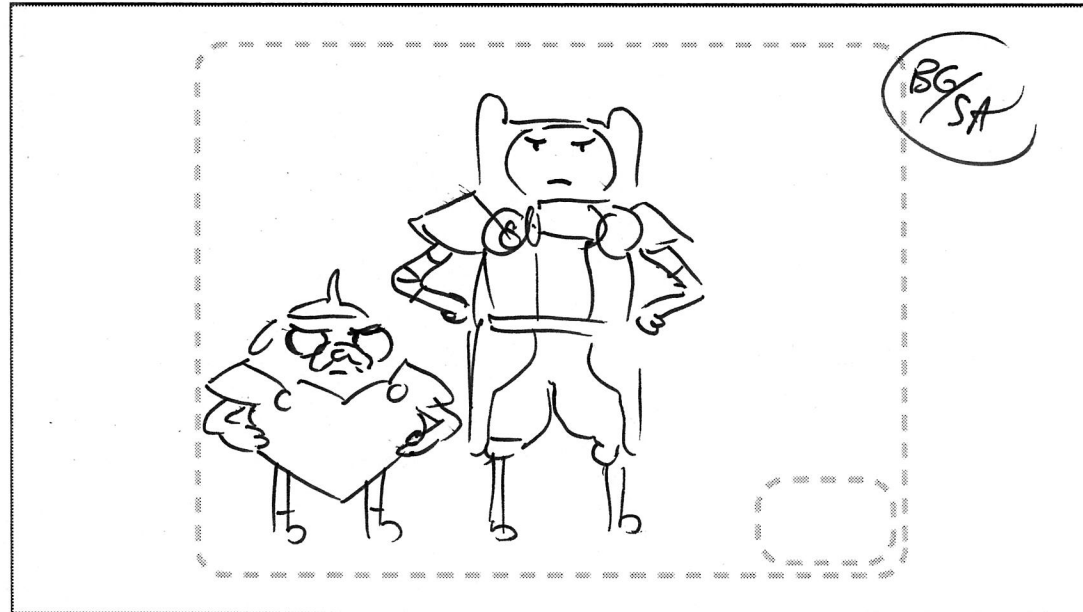
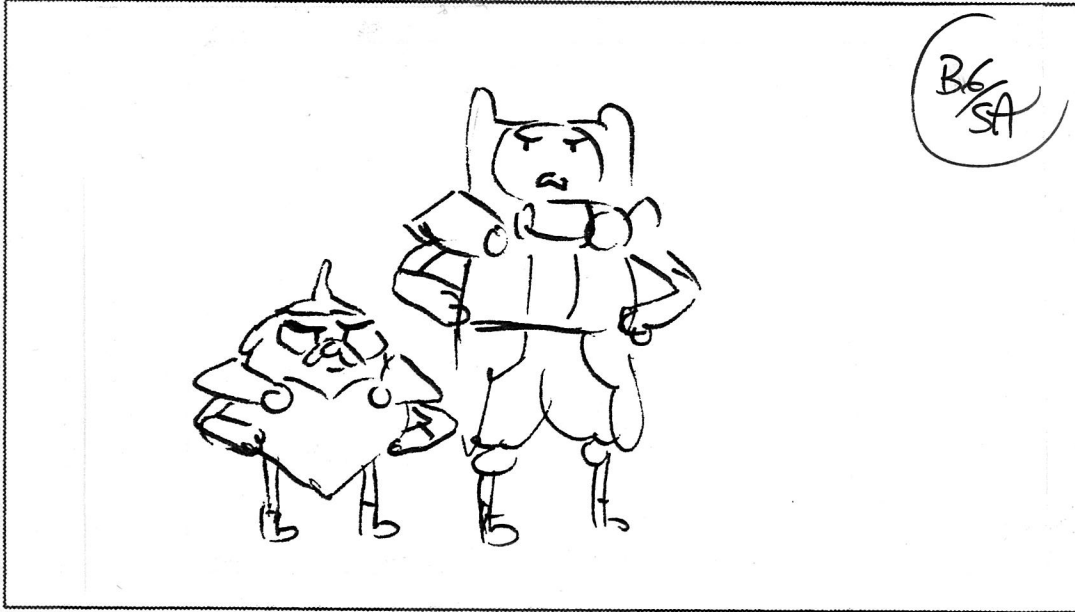
56

Pnl.

C

Bg.

day night



Dialog: (F:) man, if you think we're just gonna stand here and-- (cut off w/overlap)

(KOU:OS) ALTHOUGH H H H H H H H H H H...

Action: - Finn and Jake angrily put their hands on their hips

Timing:

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Production :

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ADVENTURE TIME

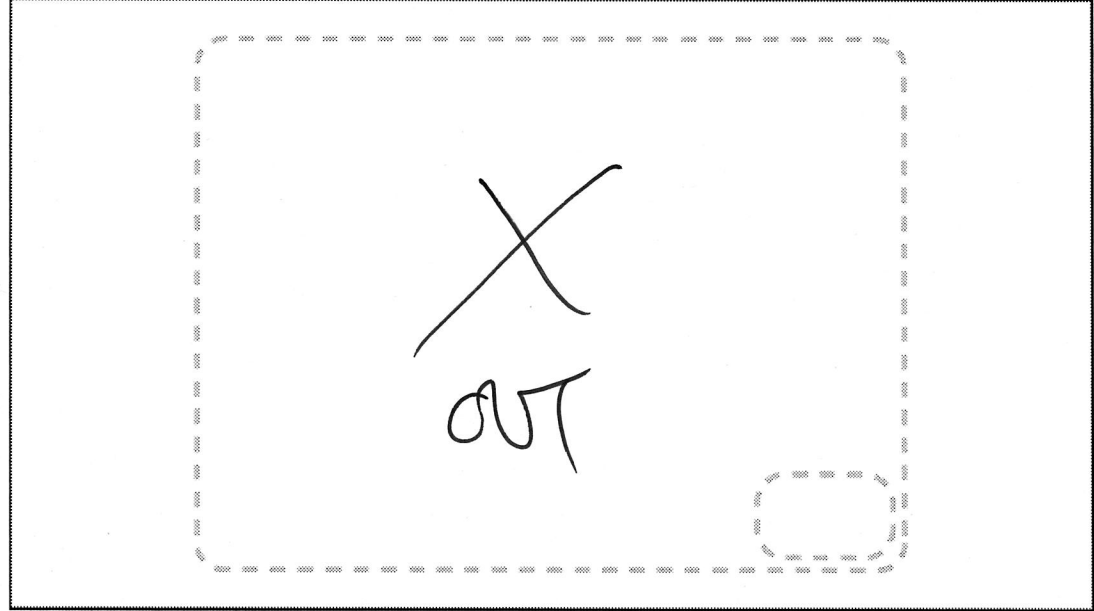


Page 70

Sc. 57 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

(koo) → (3) if this dragon thing
could pick up the pace
a bit... →

Action:

Timing:



EPISODE #

Production :

1034-209

ADVENTURE TIME



71

Page _____

Sc.

57

Pnl.

B

Bg.

day night



Sc.

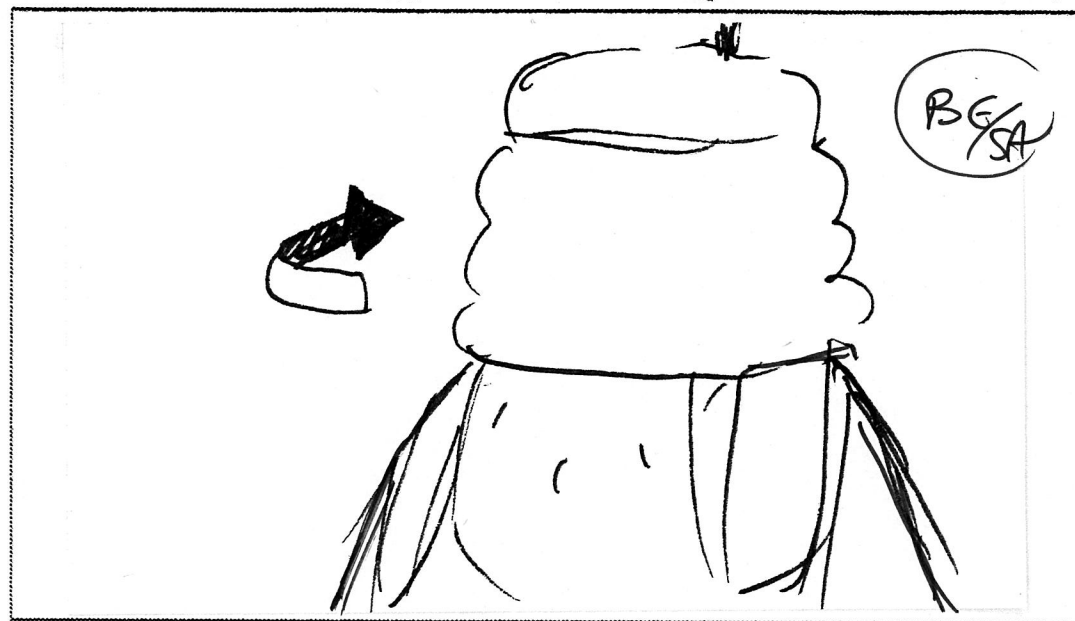
57

Pnl.

C

Bg.

day night



Dialog:

(Kau:) we could
have enough of a surplus
leftover to
export ...
worldwide ...

Action:

Timing:

EPISODE #

1034-209

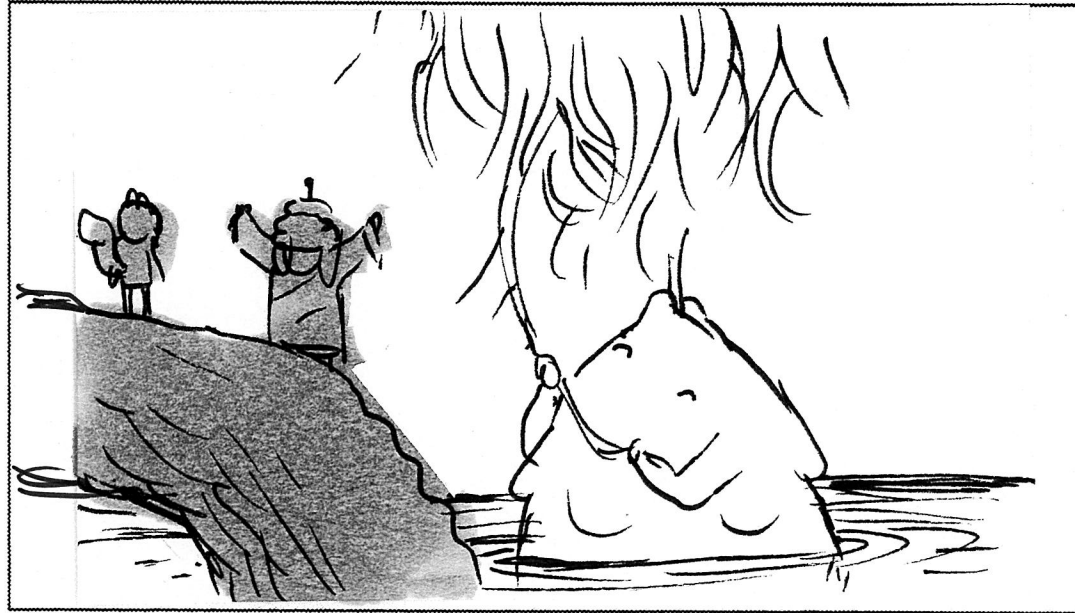
Production :

ADVENTURE TIME



Page 72

Sc. 58 Pnl. A Bg. day night



Sc. 59 Pnl. A Bg. day night



Dialog:

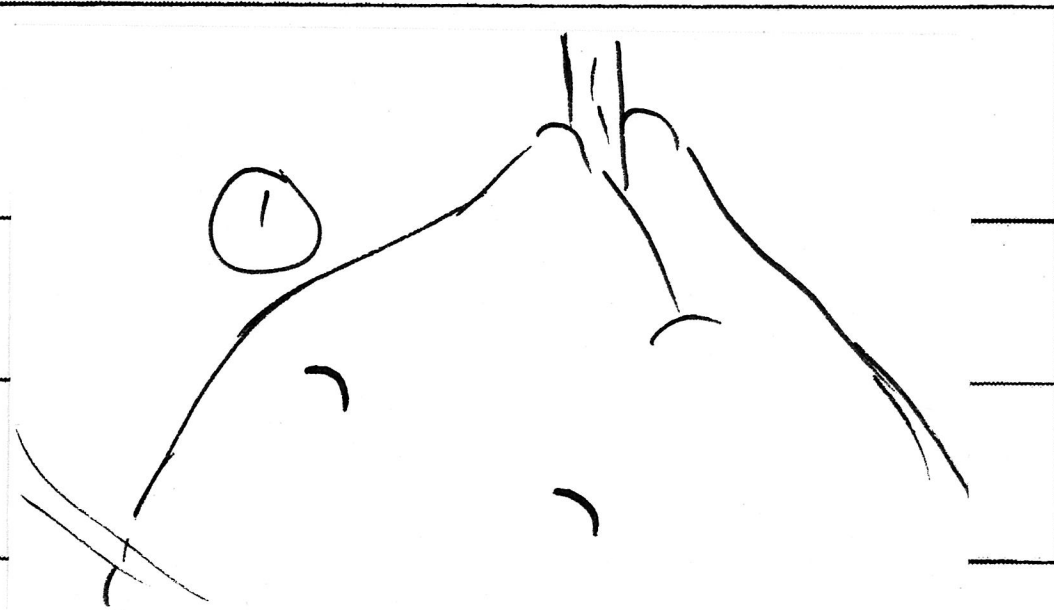
(Koo) - HEY!

Action:



- Neddy is startled.

Timing:



EPISODE #

Production :

1034-209

ADVENTURE TIME



73

Page _____

Sc.

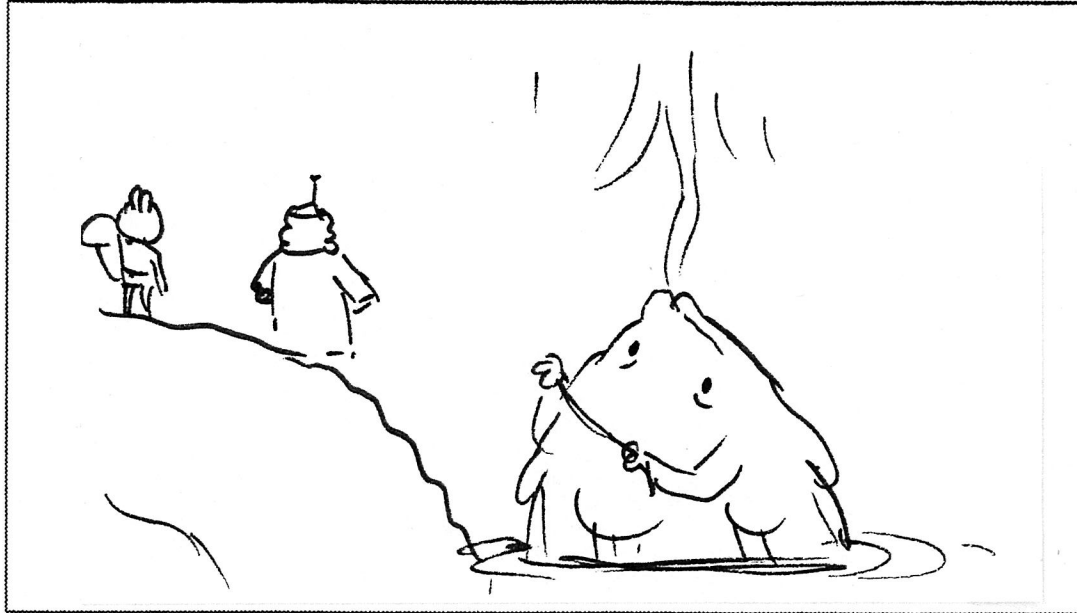
60

Pnl.

A

Bg.

day night



Sc.

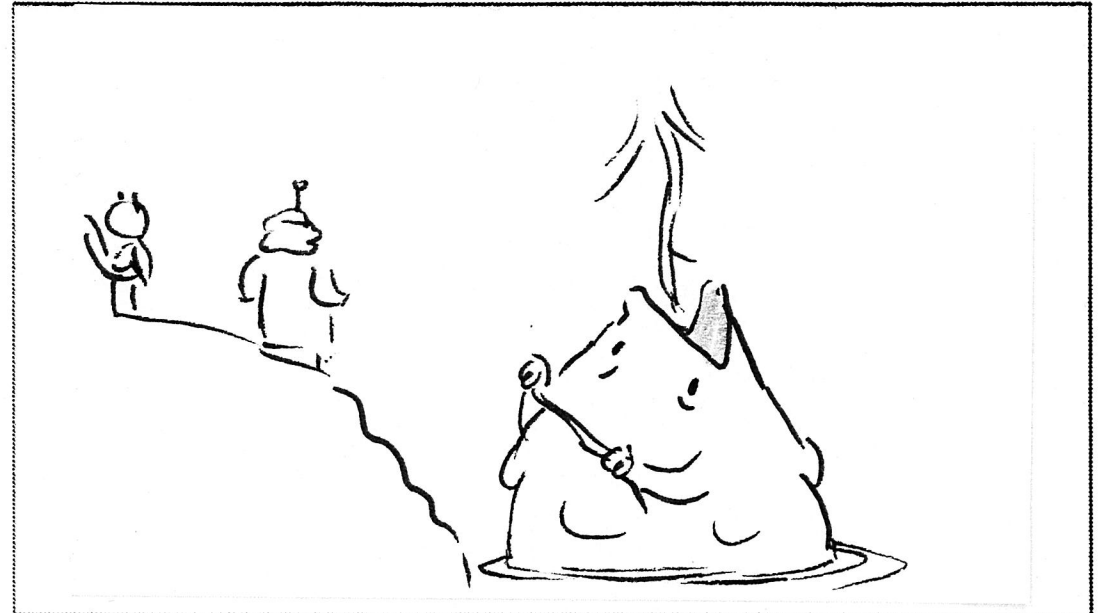
60

Pnl.

B

Bg.

day night



Dialog:

(KOO) Hey whatta ya
think 2 bout
steppin -- (interrupt)

Action:

- Neddy screams in terror.

Timing:

(NEDDY): * TERRIFIED
GUM SCREECH *

EPISODE #

1034-209

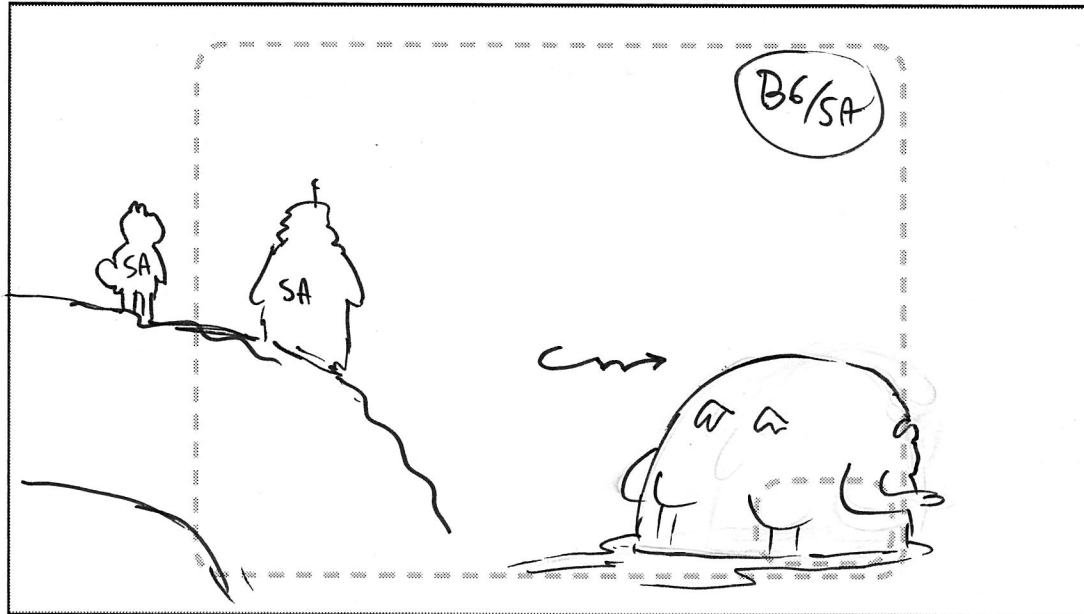
Production :

ADVENTURE TIME

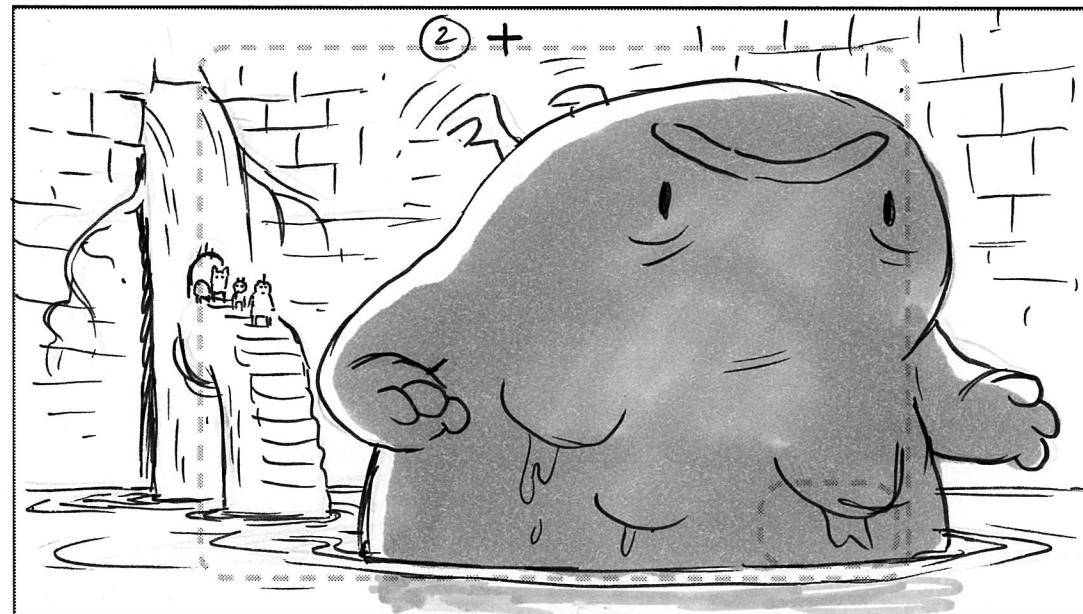


Page 74

Sc. 60 Pnl. C Bg. day night



Sc. 61 Pnl. A Bg. day night



Dialog: (NEDDY:) *panicky gum screaming* →

Action: - Neddy turns to run from King of Ooo

Timing:



EPISODE #

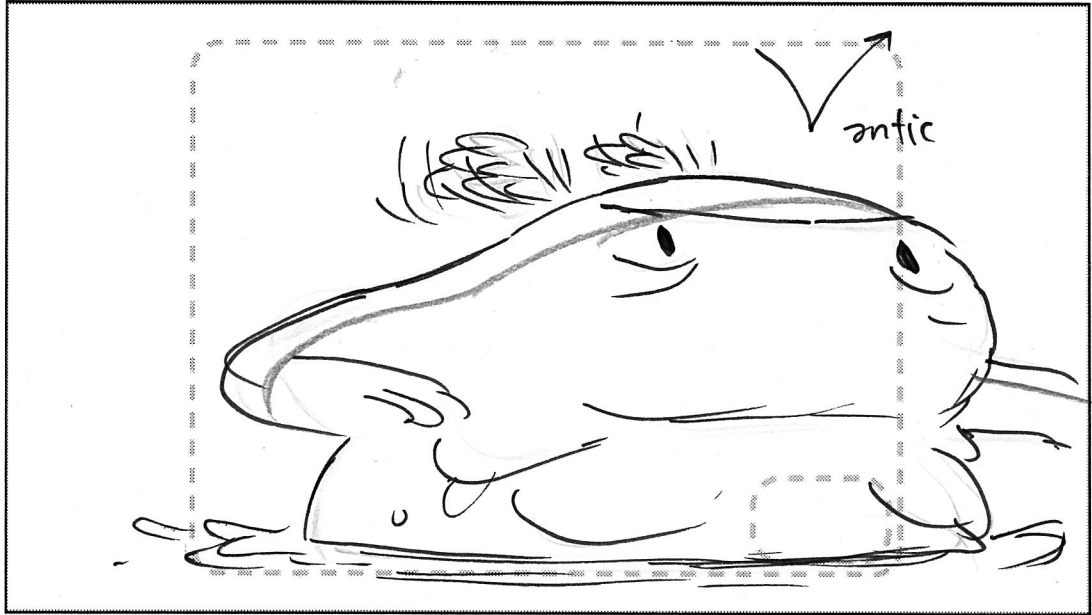
Production :

1034-209

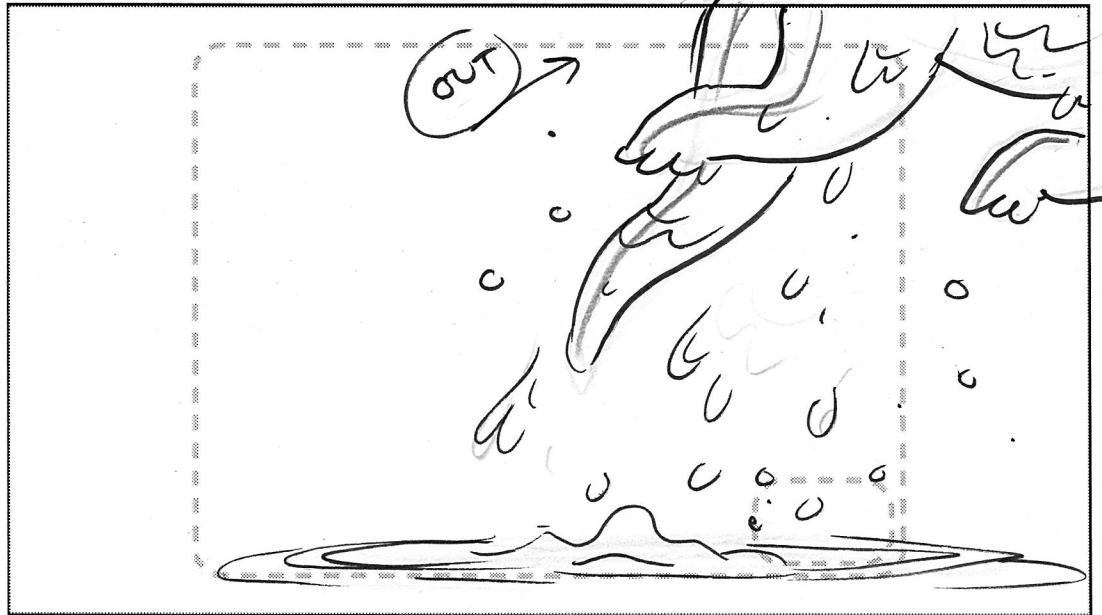
ADVENTURE TIME



Sc. 61 Pnl. B Bg. day night



Sc. 61 Pnl. C Bg. day night



Dialog:
Action: - Neddy runs then flies off screen, away from King of Ooo
Timing:

EPISODE #

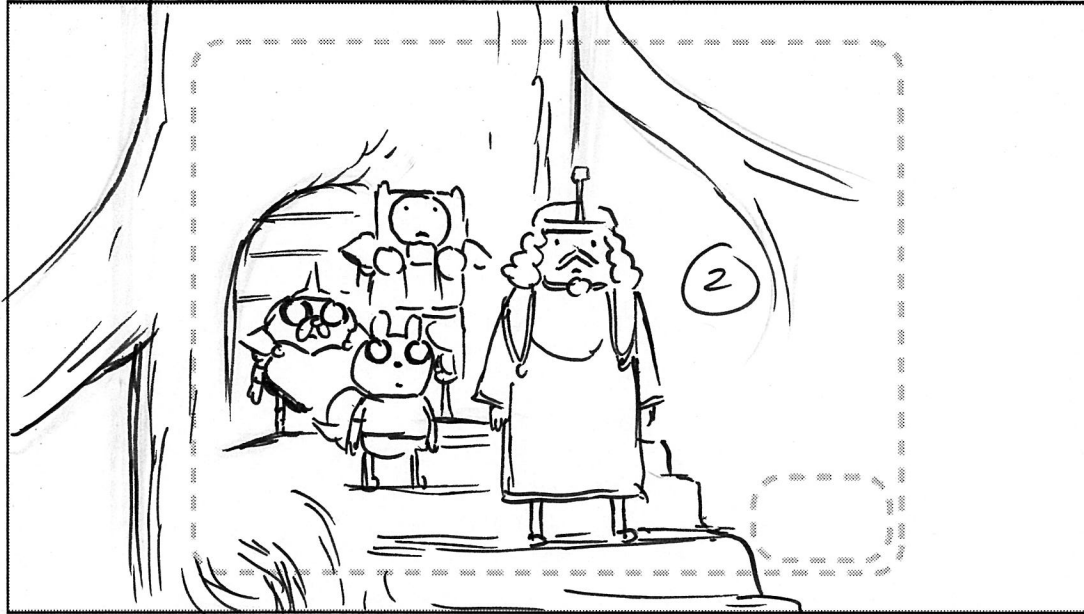
Production :

ADVENTURE TIME

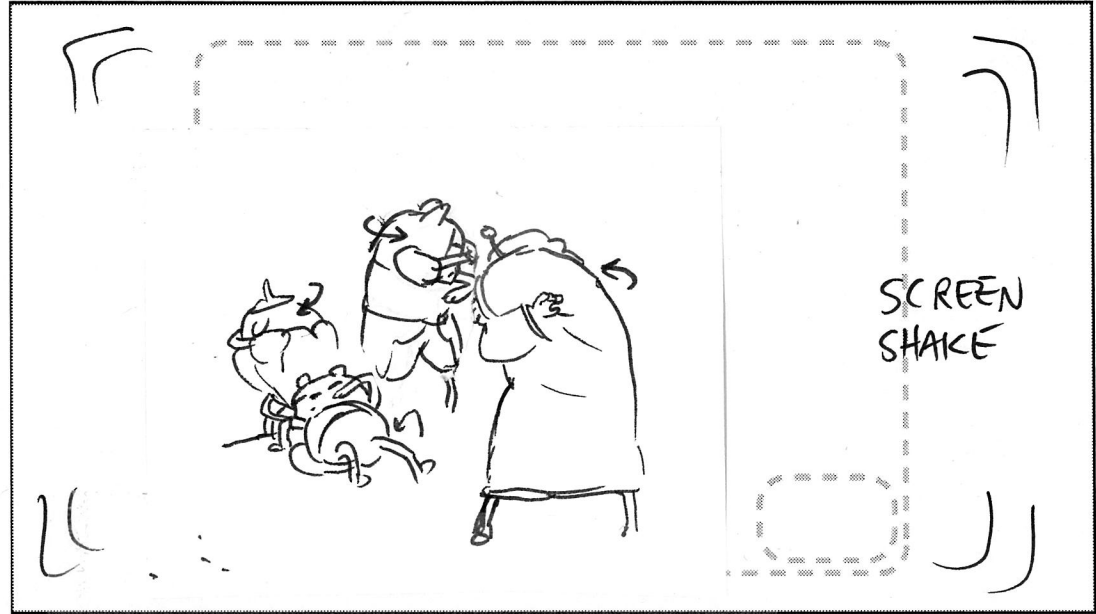


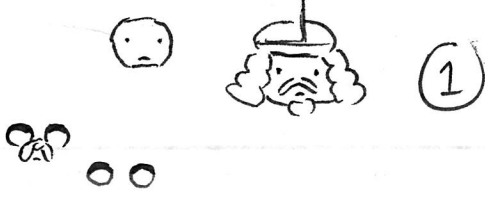
Page 76

Sc. 62 Pnl. A Bg. day night



Sc. 62 Pnl. B Bg. day night



Dialog:	SFX: 'BOOM'!!	
Action:		- Screen shakes as Neddy smashes through the castle wall.
Timing:		

EPISODE #

Production :

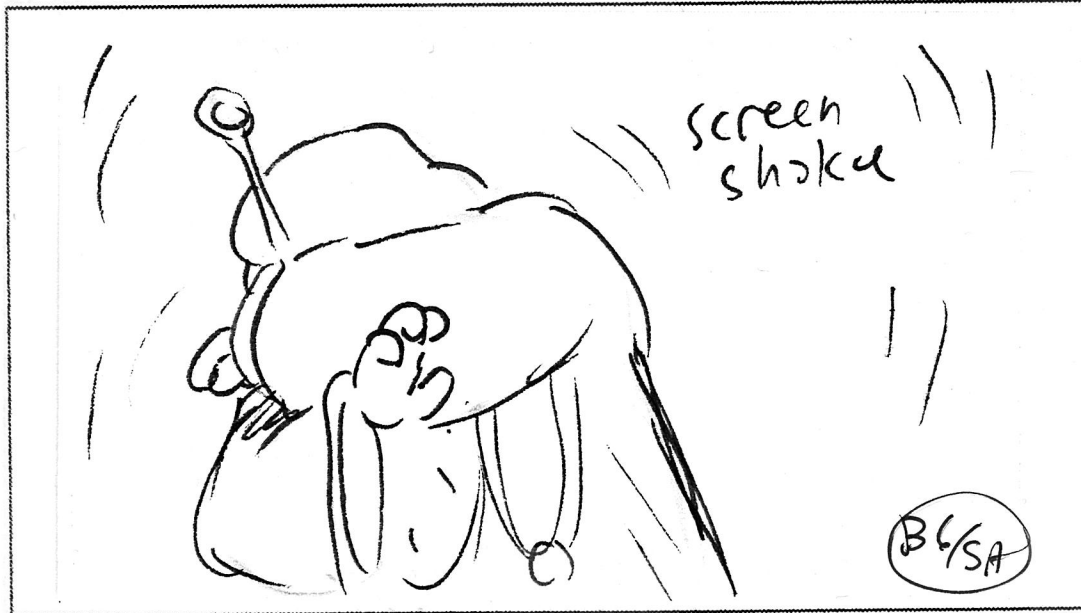
1034-209

ADVENTURE TIME

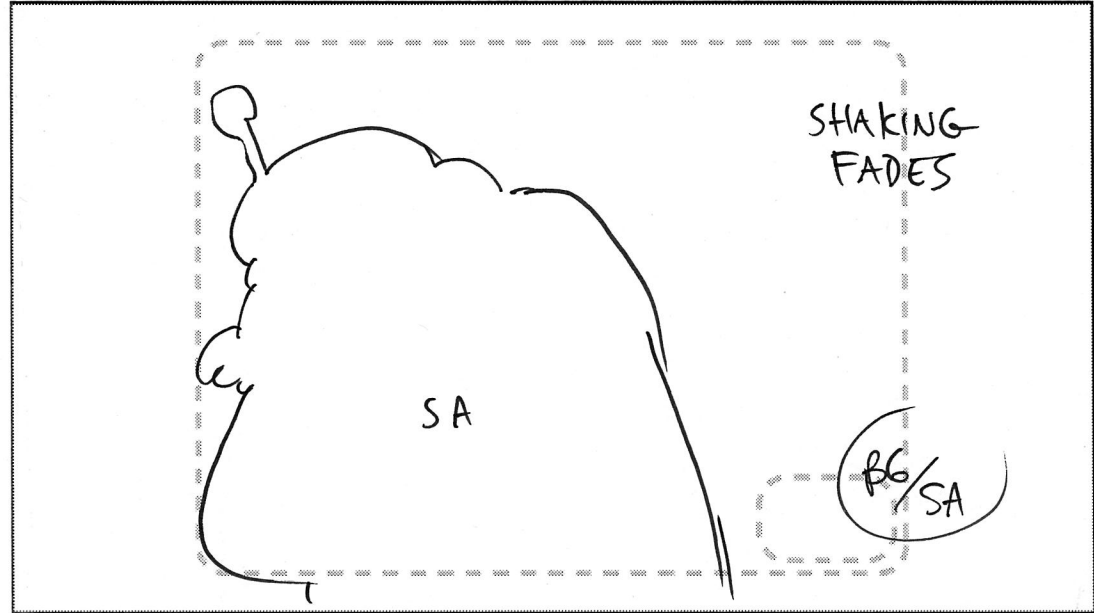


Page 77

Sc. 63 Pnl. A Bg. day night



Sc. 63 Pnl. B Bg. day night



Dialog:

SFX: rubble falling/settling

Action:

Timing:

EPISODE #

Production :

1034-209

ADVENTURE TIME



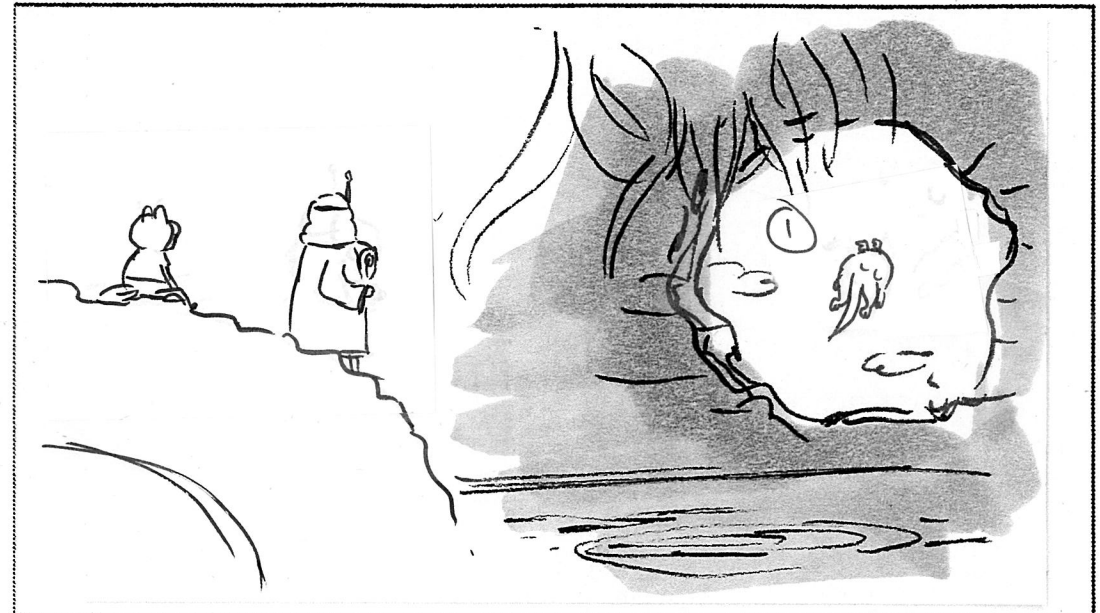
78

Page _____

Sc. 63 Pnl. C Bg. day night



Sc. 64 Pnl. A Bg. day night



Dialog:	
Action: - King of Ooo lowers his guard to inspect the damage Neddy has done. - Neddy flies off screen.	
Timing:	

EPISODE #

1034-209

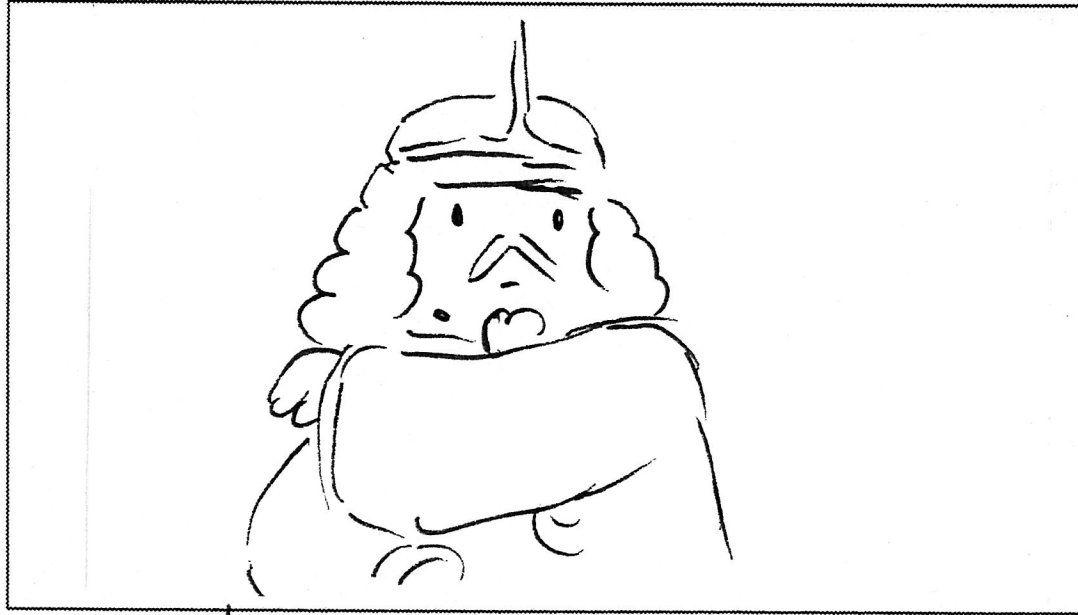
Production :

ADVENTURE TIME



Page 79

Sc. 65 Pnl. A Bg. day night



Sc. 65 Pnl. B Bg. day night



Dialog:

Action:

- King of Ooo is no longer scared.

Timing:

EPISODE #

Production :

1034-209

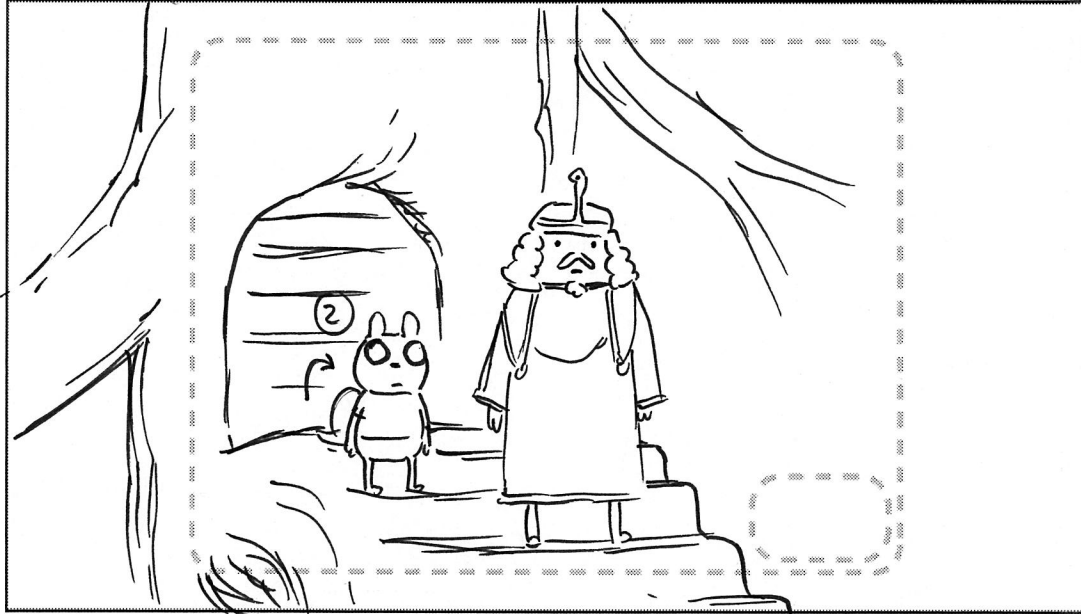
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ADVENTURE TIME

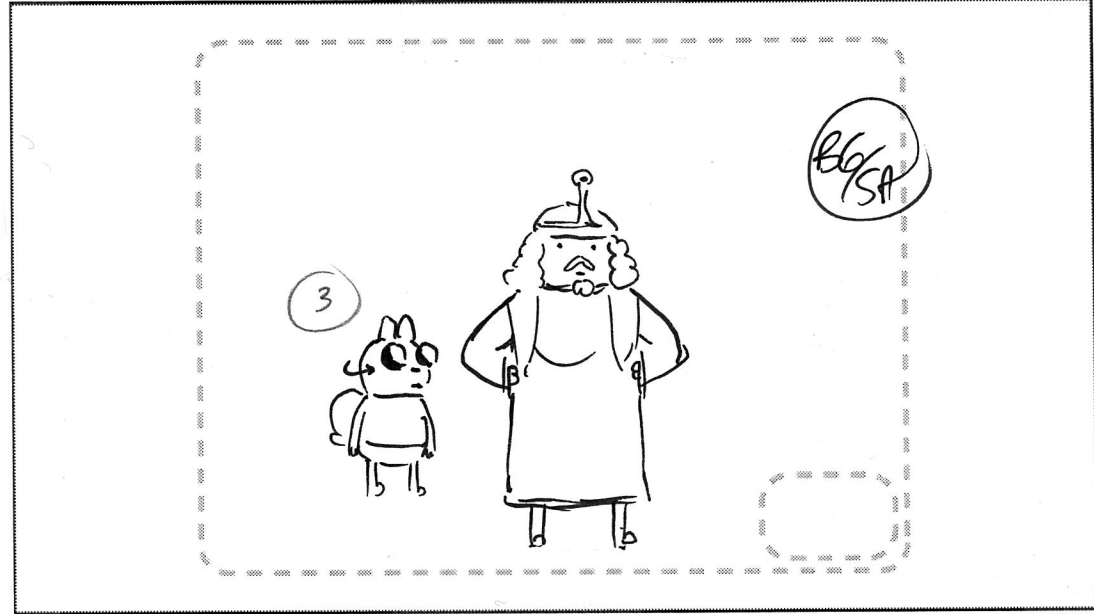


Page 80

Sc. 66 Pnl. A Bg. day night



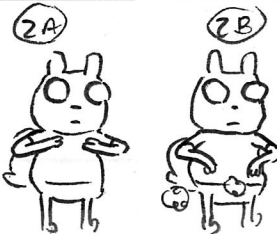
Sc. 66 Pnl. B Bg. day night



Dialog: (Koo) Well Toronto, it looks like the Candy Kingdom empire is finished...

(Koo) → but the four of us will live like kings til' the juice runs out.

Action:



- Toronto stands up and dusts himself off

① ② 2A 2B 2A 2B 2A 2B ② ③

Timing:

EPISODE #

Production :

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ADVENTURE TIME



Page 81

Sc.

66

Pnl.

C

Bg.

day night

Sc.

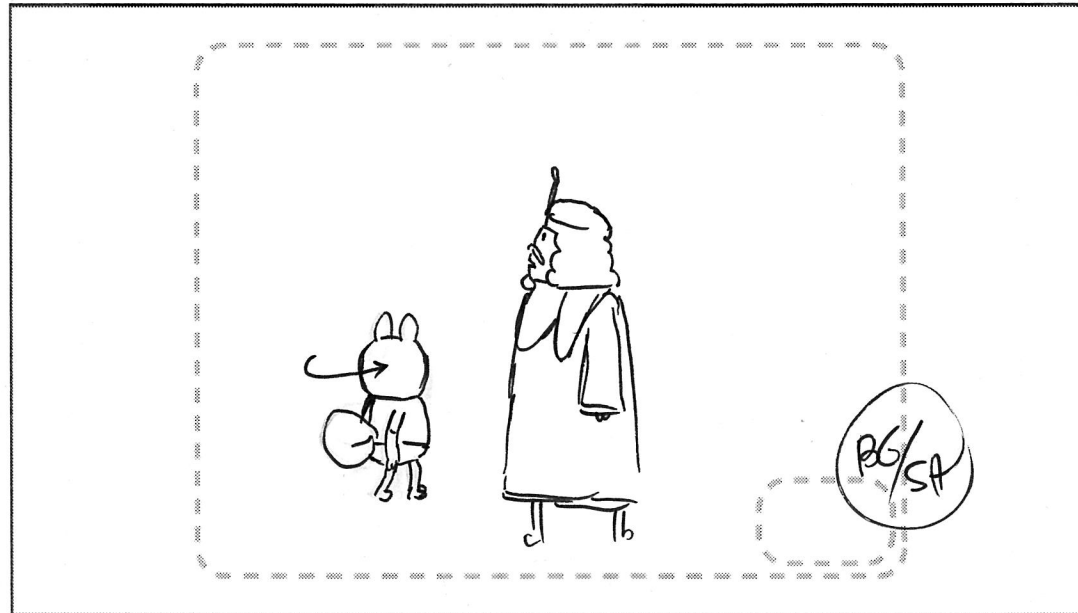
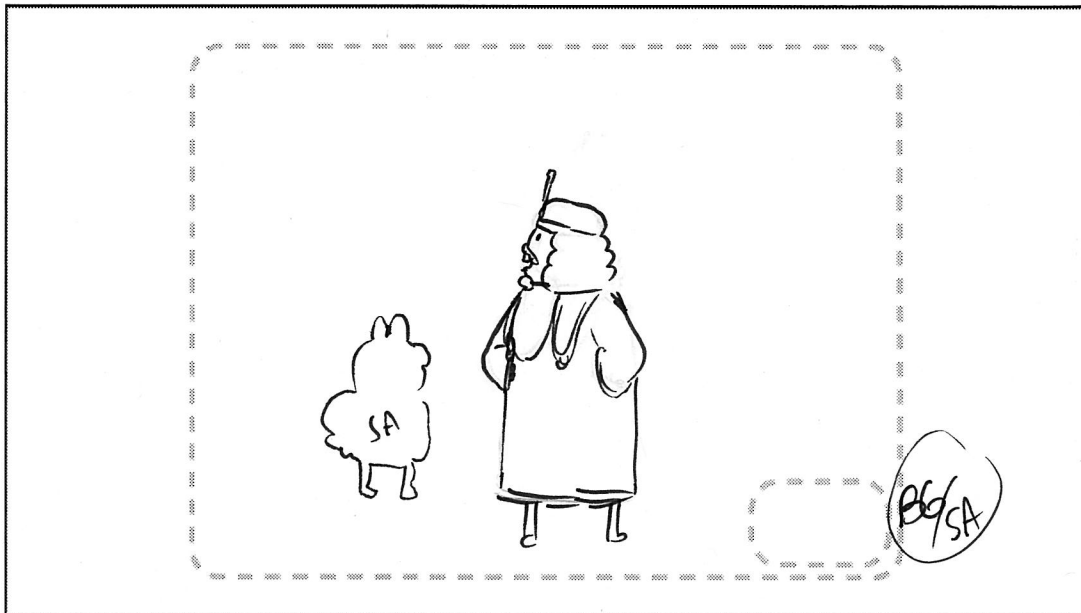
66

Pnl.

D

Bg.

day night



Dialog: (koo) Whattaya say boys, le--

(koo) Oh... I wonder where they ran off to...

Action: - King of Ooo looks back to where Finn and Jake were standing.

- Toronto looks back for F+J

Timing:

EPISODE #

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Production :

ADVENTURE TIME



Page 82

Sc.

Pnl.

Bg.

day night

Sc.

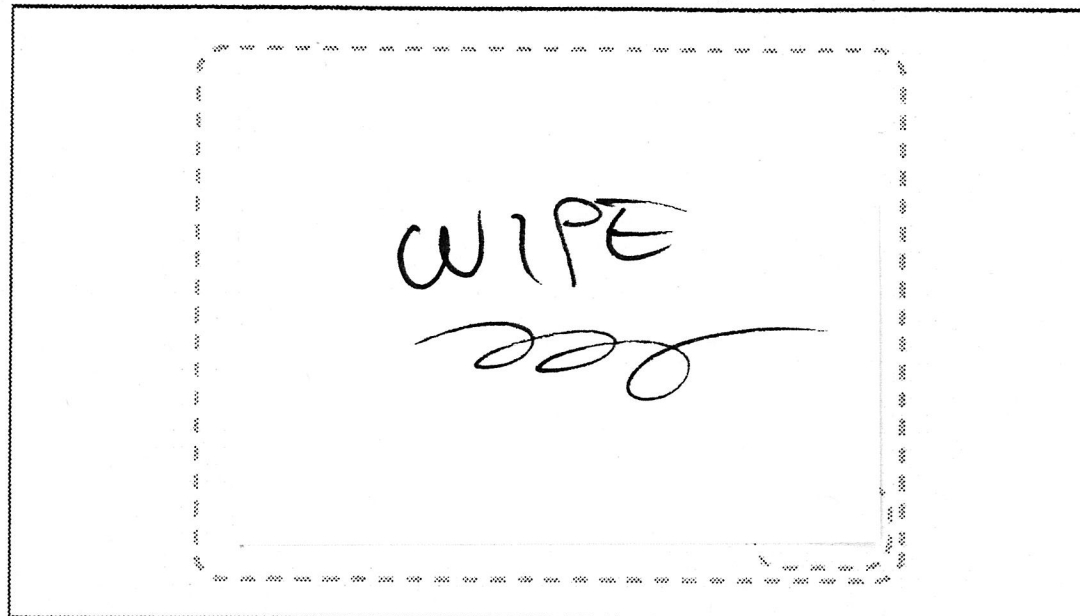
67

Pnl.

A

Bg.

day night



Dialog:

Action:

Timing:

* hammering *

- PB hammers nails into shingles.



1034-209

EPISODE #

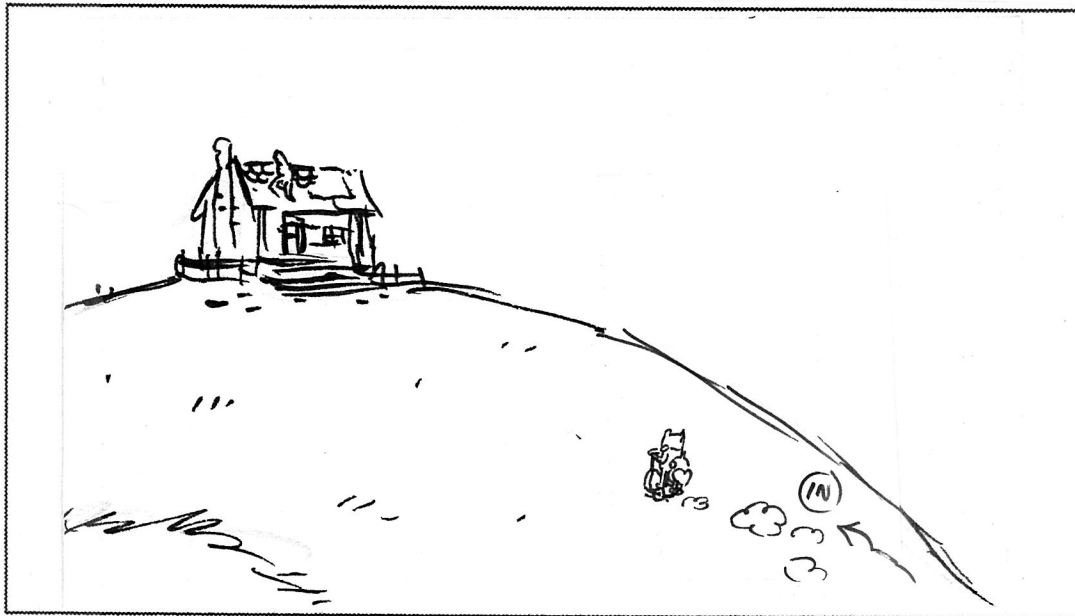
Production :

ADVENTURE TIME



Page 83

Sc. 67 Pnl. B Bg. day night



Sc. 68 Pnl. A Bg. day night



Dialog:

SFX: * hammering *

SFX: * King of Ooo's Segway putter *

(F+J) (OS) Princess Princess Princess Princess →

Action:

- F+J ride uphill on King of Ooo's Segway.

Timing:

Production :

EPISODE #

1034-209

ADVENTURE TIME



Page 89

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
68	B			

Dialog:
<div style="display: flex; justify-content: space-between;"> <div> <p>Action:</p> <p>Timing:</p> </div> <div> <p>- F+J ride in, then step off scooter.</p> </div> </div>



EPISODE #

Production :

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ADVENTURE TIME



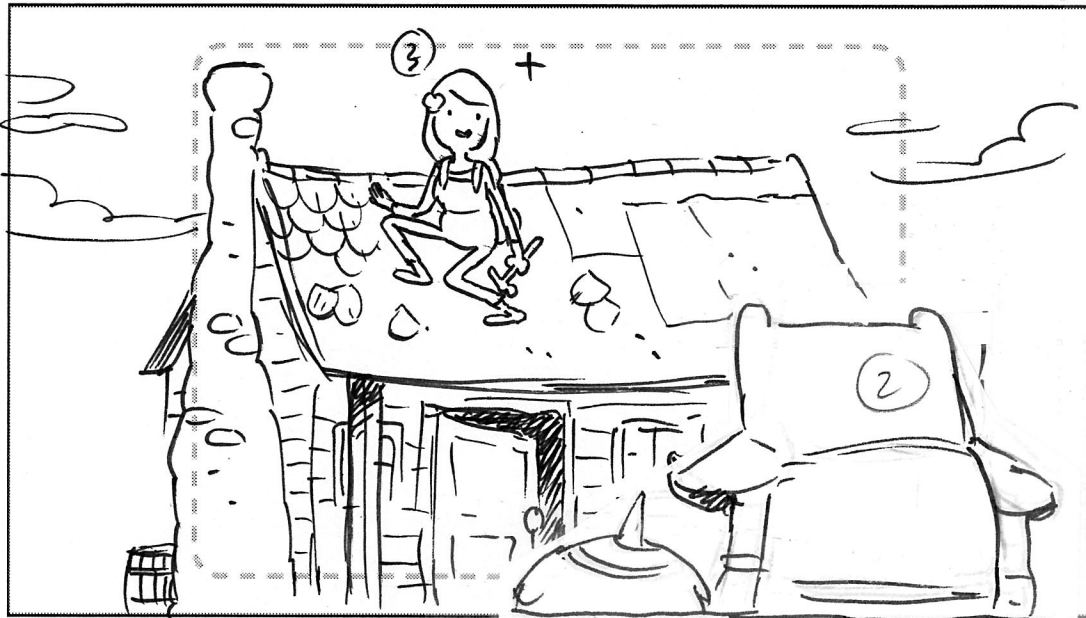
Page 85

Sc. 69

Pnl. A

Bg.

day night

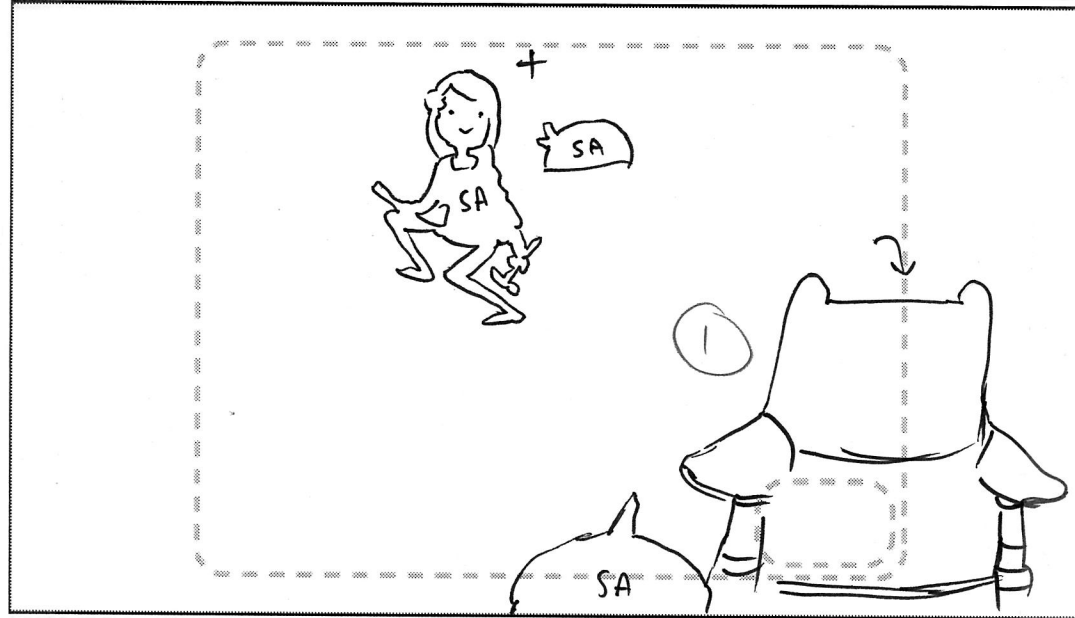


Sc. 69

Pnl. B

Bg.

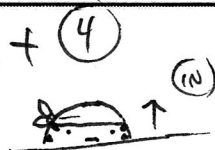
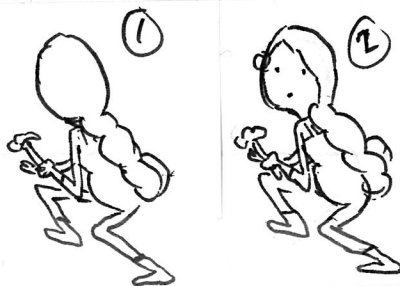
day night



Dialog: (F+J) * catching breath * huff & puffing
(PB) (2) Oh - (3) Hey boyz!

(F:) (breathless) Princess, →

Act



- Finn catches breath: (1) (2) (3)
- PB notices F+J
- Pep. But rises up from other side of roof.

Tim

Production :

EPISODE #

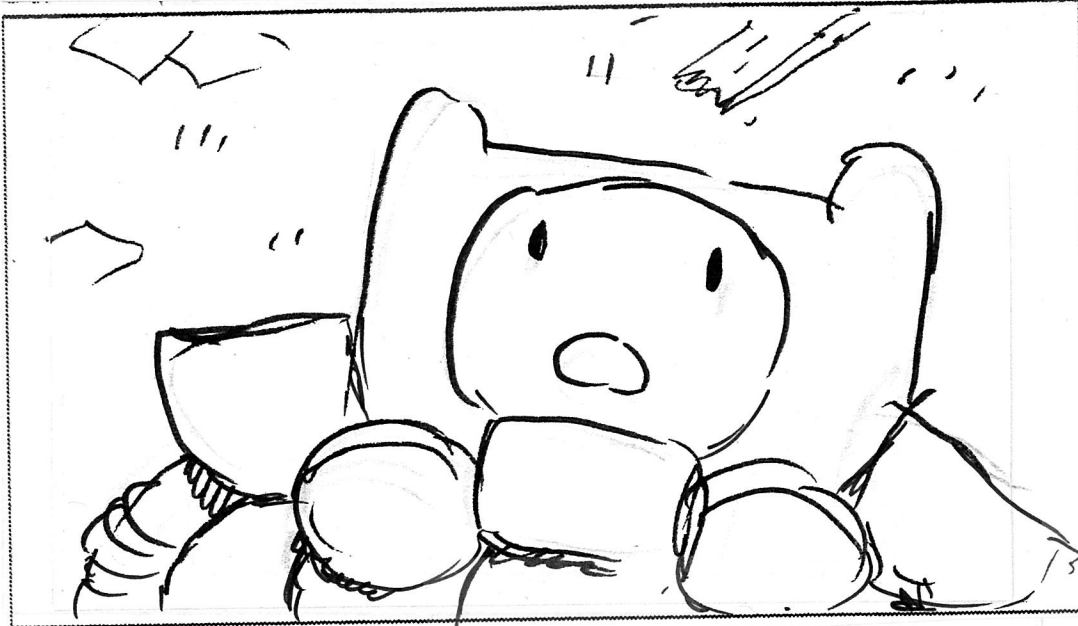
1034-209

ADVENTURE TIME



Page 86

Sc. 70 Pnl. A Bg. day night



Sc. 70 Pnl. B Bg. day night



Dialog: (F:) Princess, skliz, is really blizzed up with ... the King of Ooo ...
He really blizzed up, all the skliz ...

(J:) He blizzed it all up man.

Action:

Timing:

EPISODE #

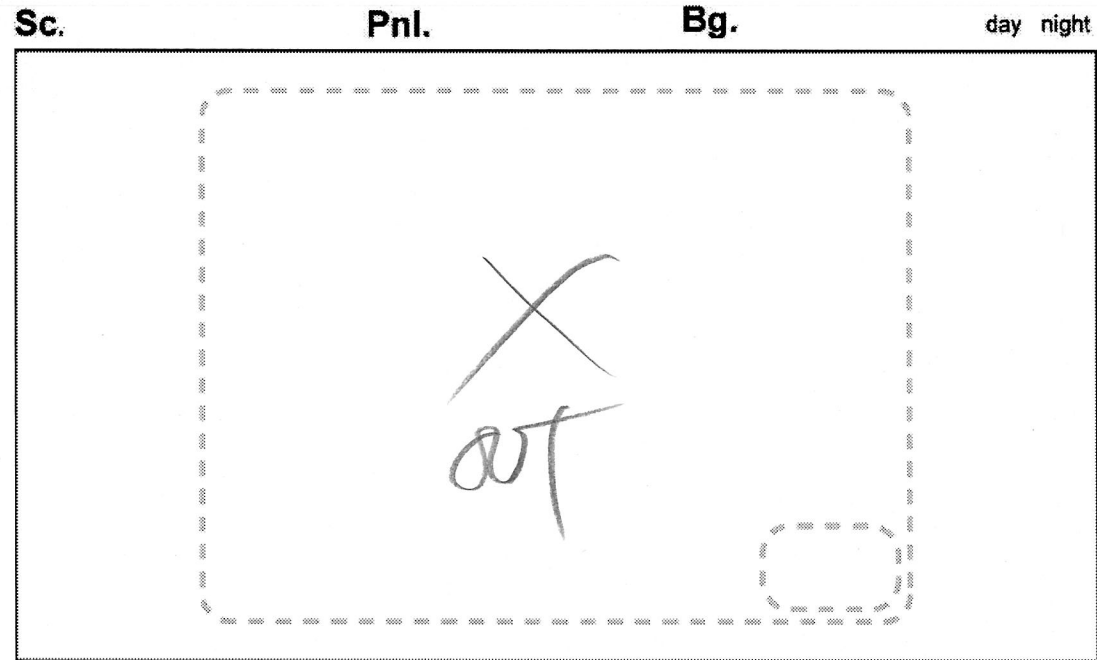
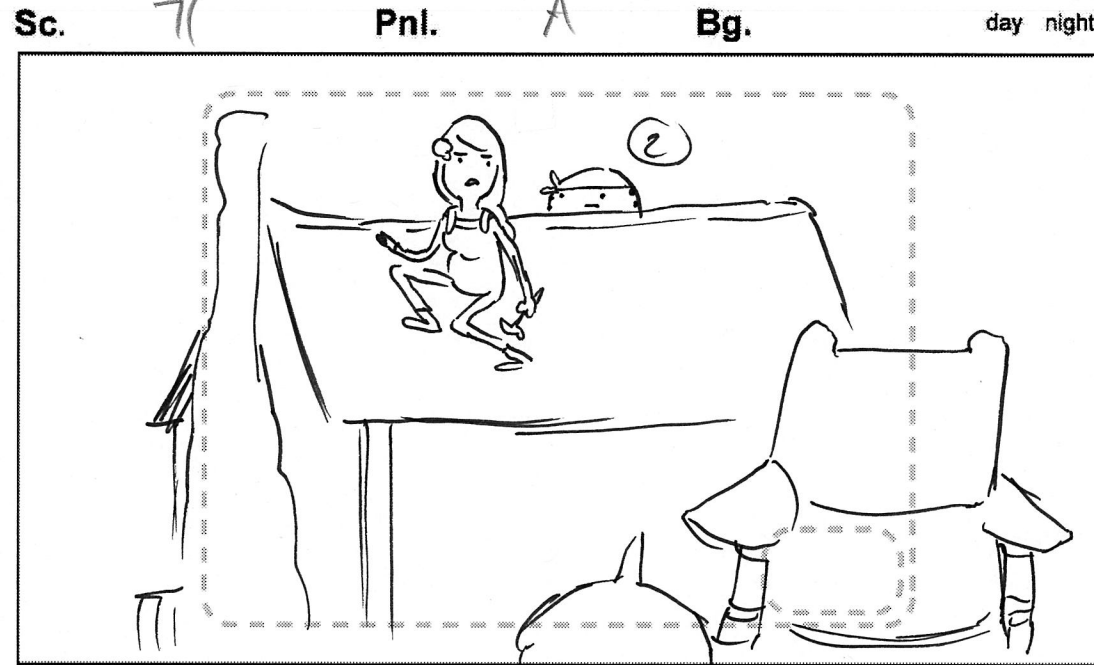
Production :

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ADVENTURE TIME



Page 87



Dialog: (PB): Yeah well, maybe he should unblizz it then. (2)

Action:



(3): PB looks away in annoyance.

Timing:

EPISODE #

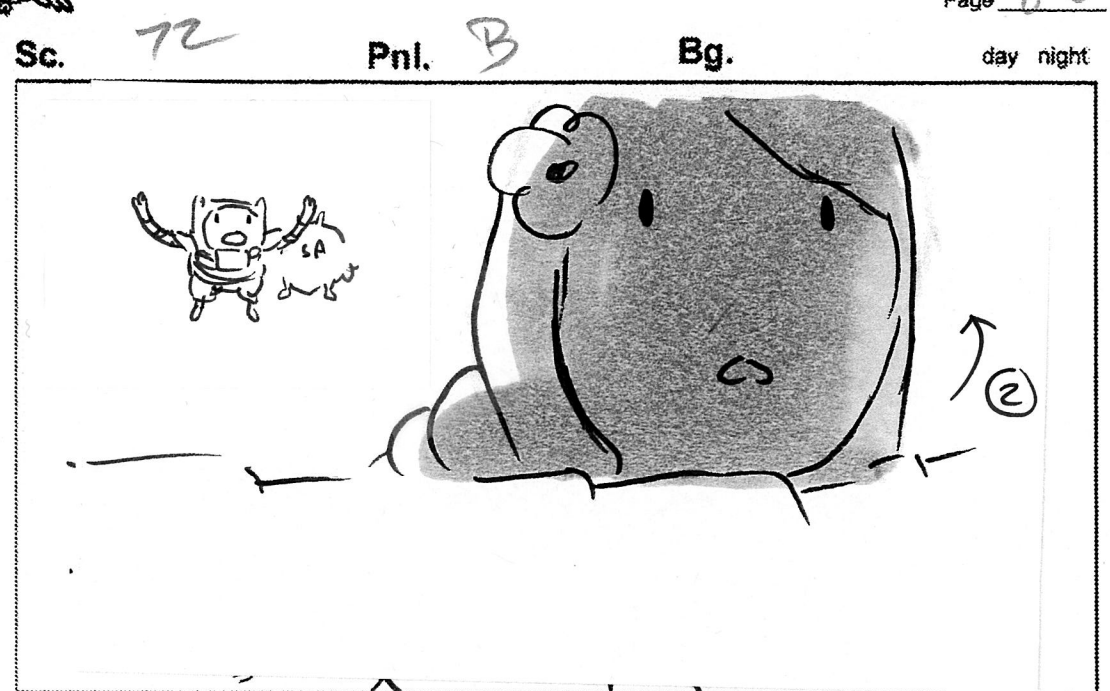
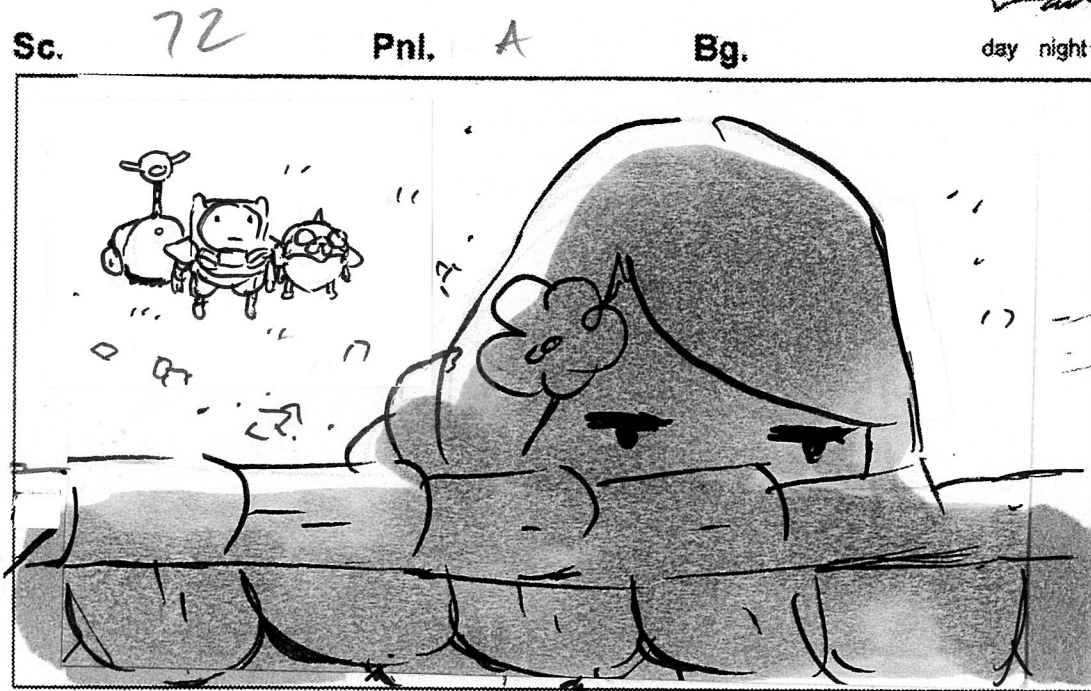
1034-209

Production :

ADVENTURE TIME



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Dialog:

(PB) (annoyed to self)
why do I always
gotta unblizz
everything.

Action:

Timing:

① (F:) But PPrincess, theres, -
there's a dragon-
and he took
the juice

② (PB) gasp:



1034-209

EPISODE #

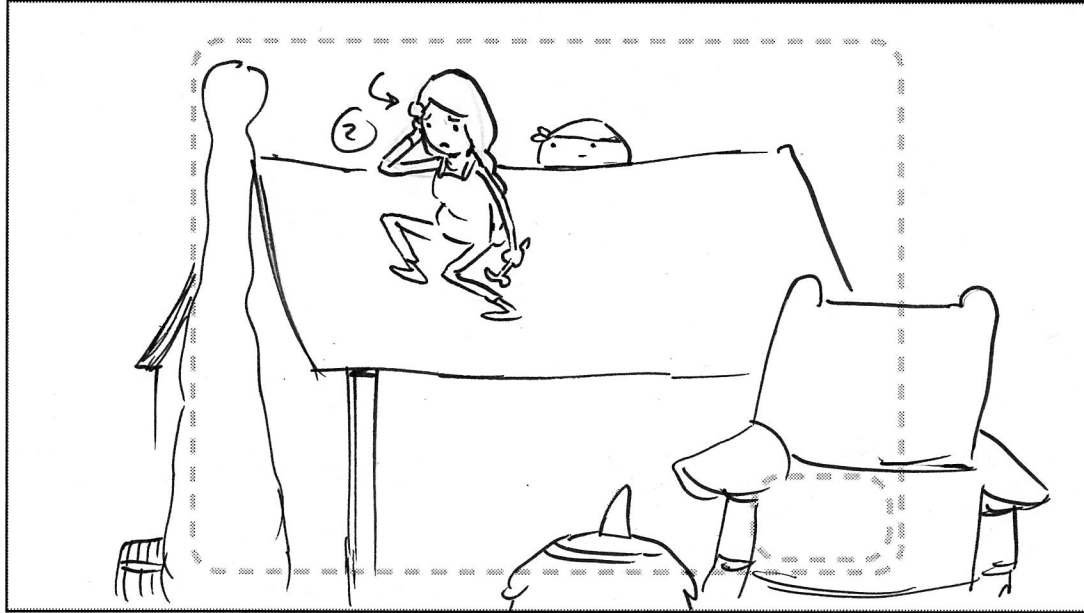
Production :

ADVENTURE TIME

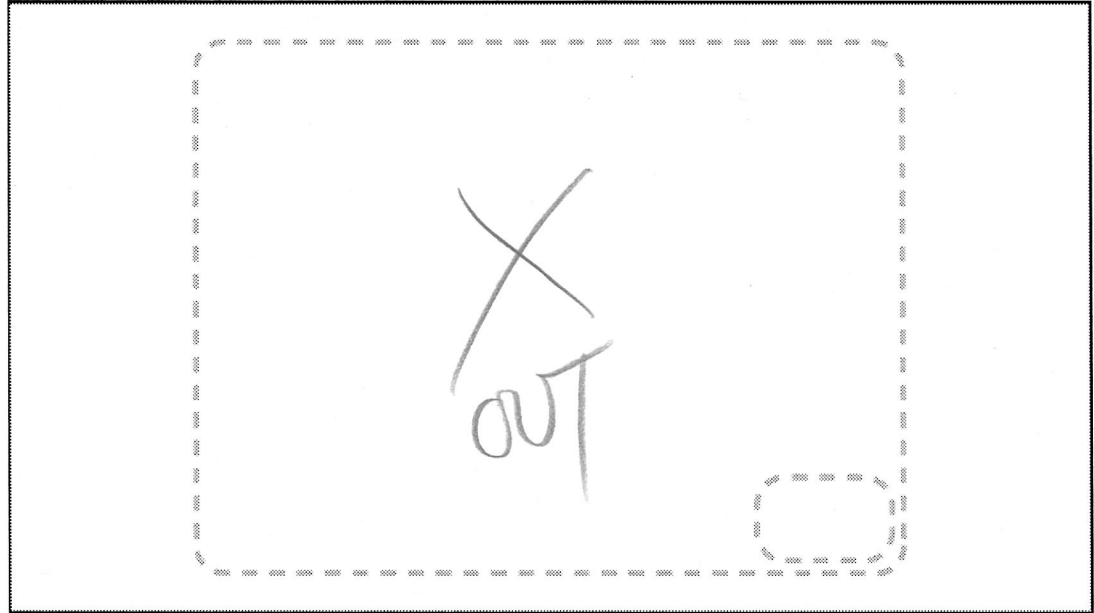


Page 89

Sc. 73 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog: (pp) ② Oh no... this is all my fault...
③ *SIGH* Neddy...

Action: ① ③

Timing:

EPISODE #

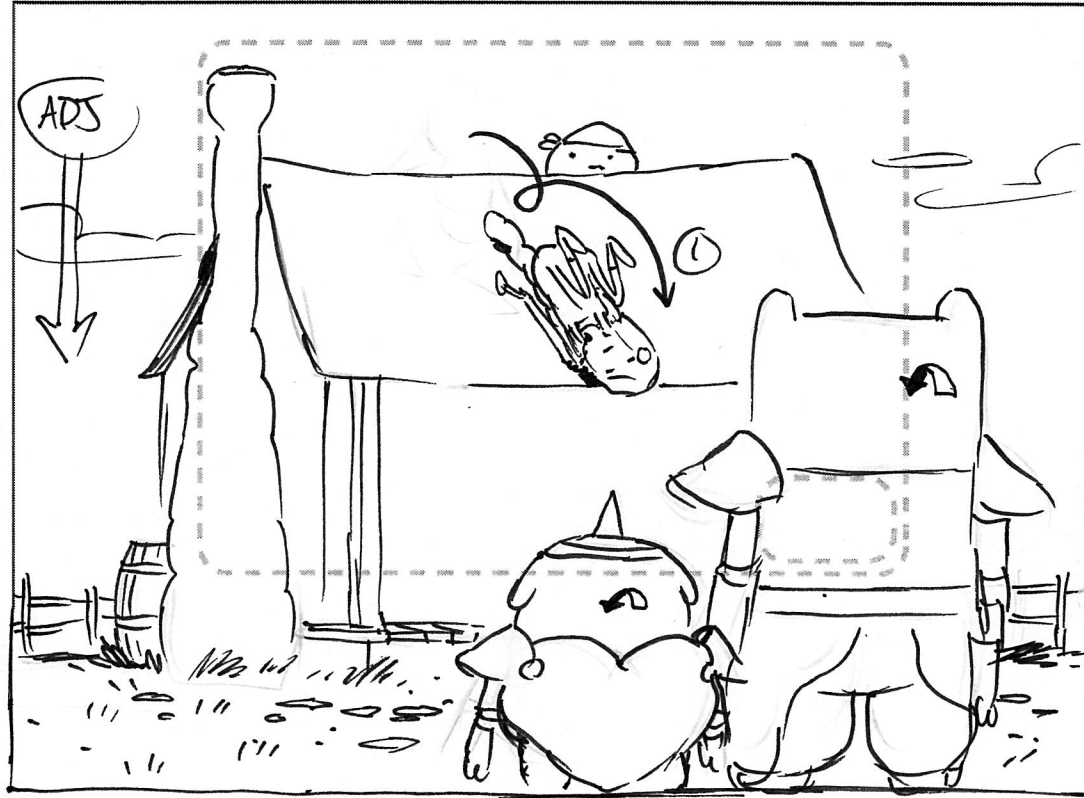
Production :

1034-209

ADVENTURE TIME



Sc. 74 Pnl. A Bg. day night



Dialog:

(FINN) (5) Princess?

Action:

- PB rolls off roof and lands gracefully, starts walking around cabin.

Timing:

Production :

1034-209

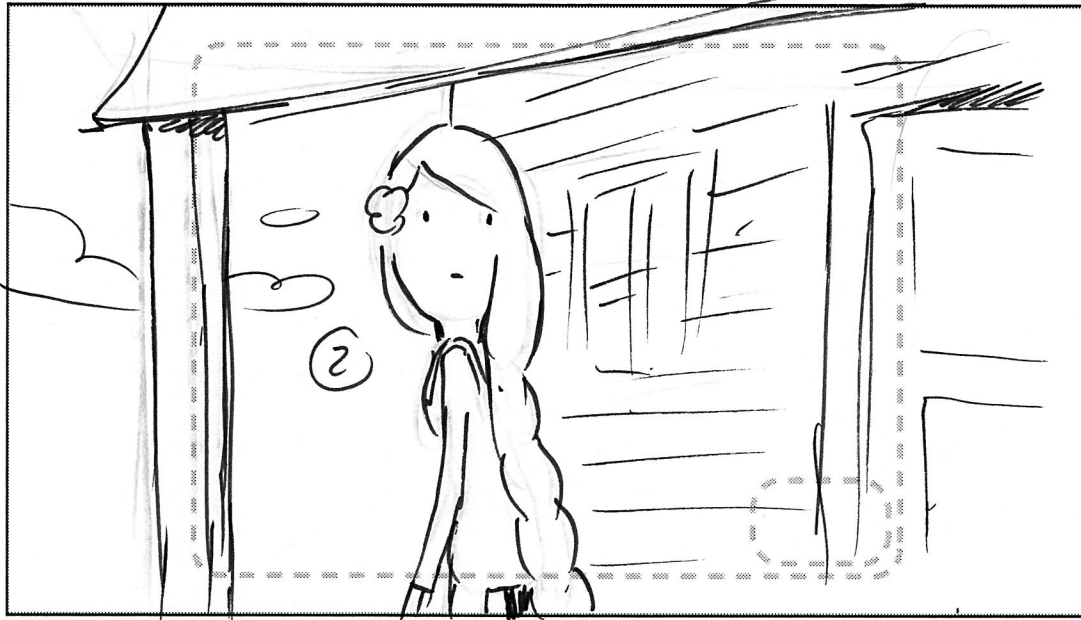
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ADVENTURE TIME

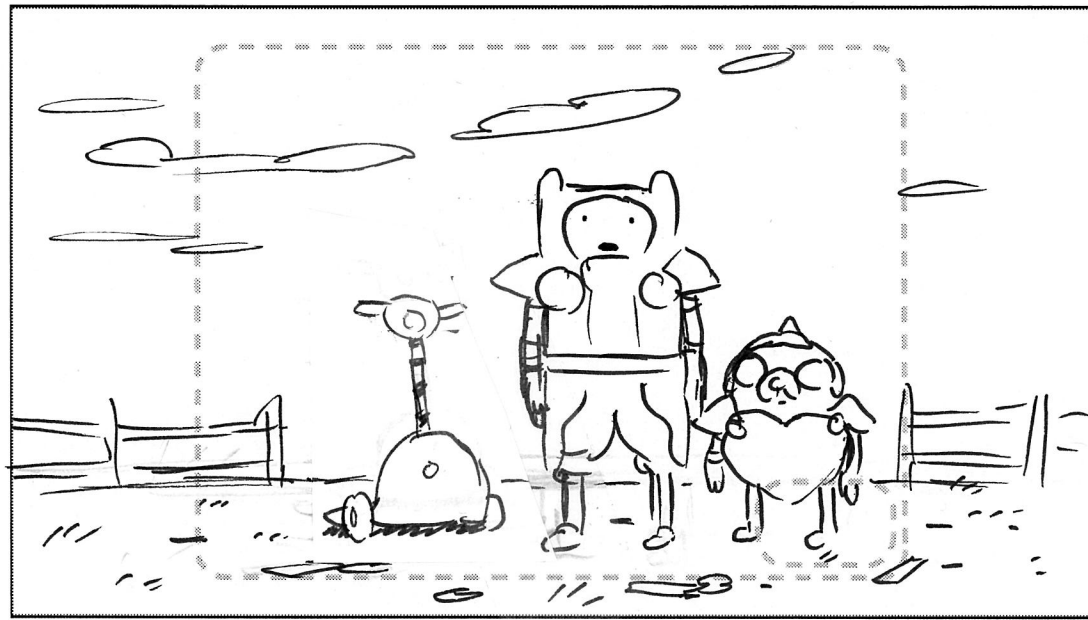


Page 91

Sc. 75 Pnl. A Bg. day night



Sc. 76 Pnl. A Bg. day night



Dialog: FINN OS Princess?

Action: - PB hears Finn and looks back.

Timing:



F: What is it?

Production :

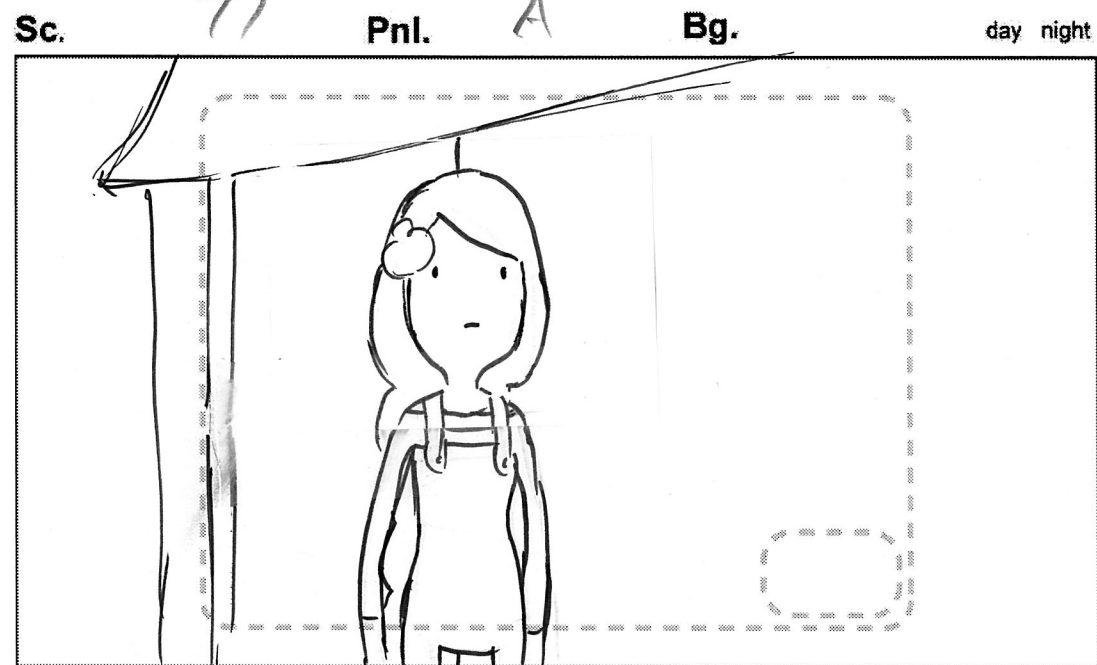
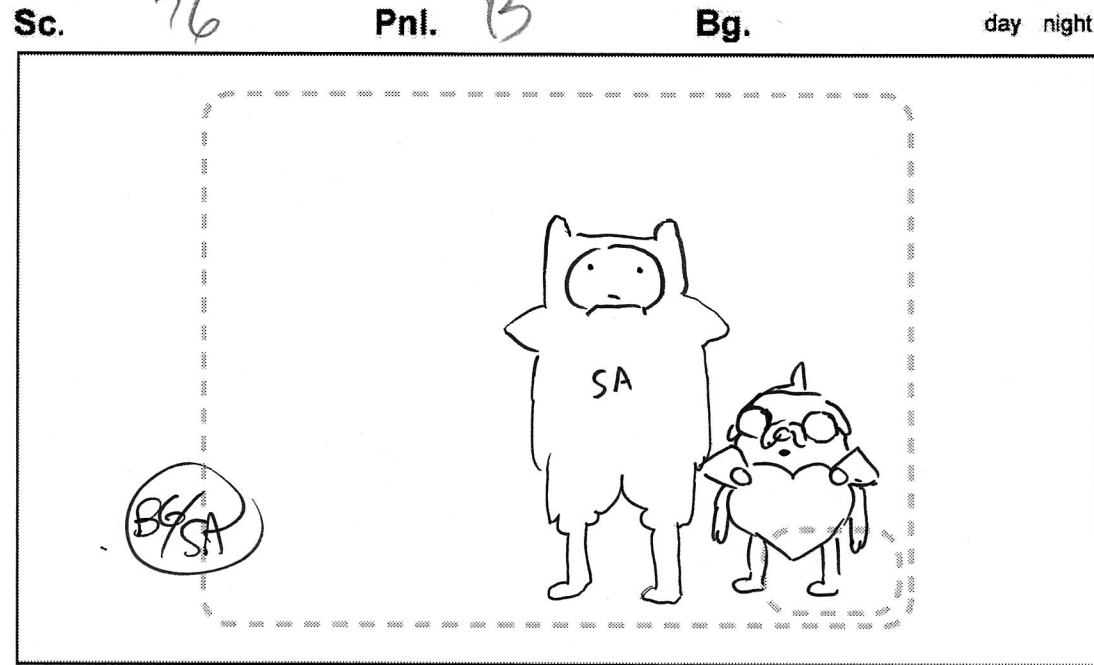
EPISODE #

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ADVENTURE TIME



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Dialog: JAKE Yeah what's going on?

Action:

Timing:

EPISODE #

Production :

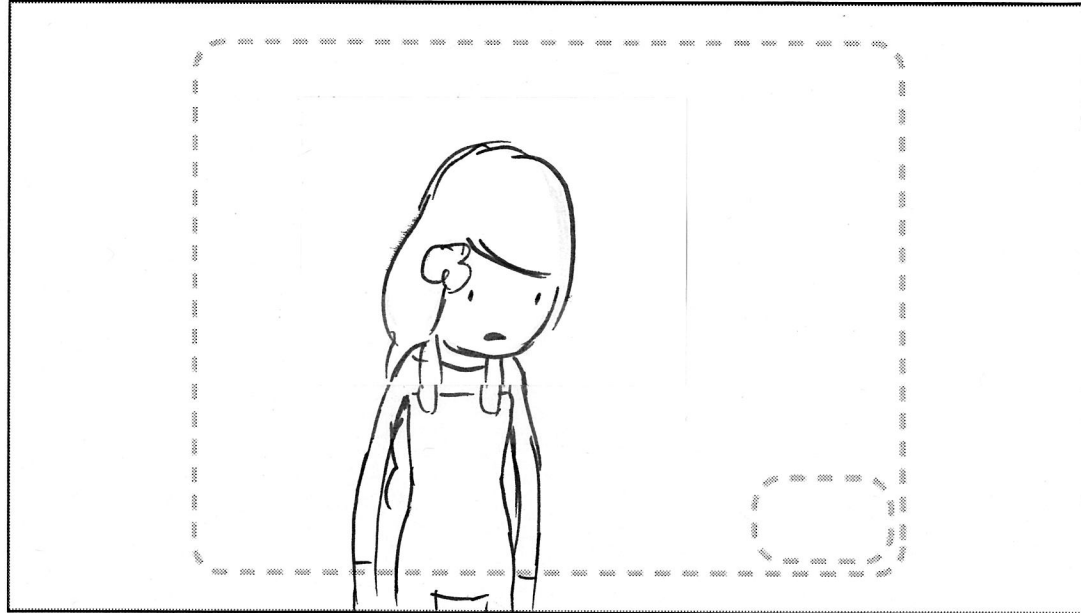
1034-209

ADVENTURE TIME



Page 93

Sc. 77 Pnl. B Bg. day night



Sc. 78 Pnl. A Bg. day night



Dialog:

(PB) * SIGH * ... that dragon you saw...

Action:

Timing:

EPISODE #

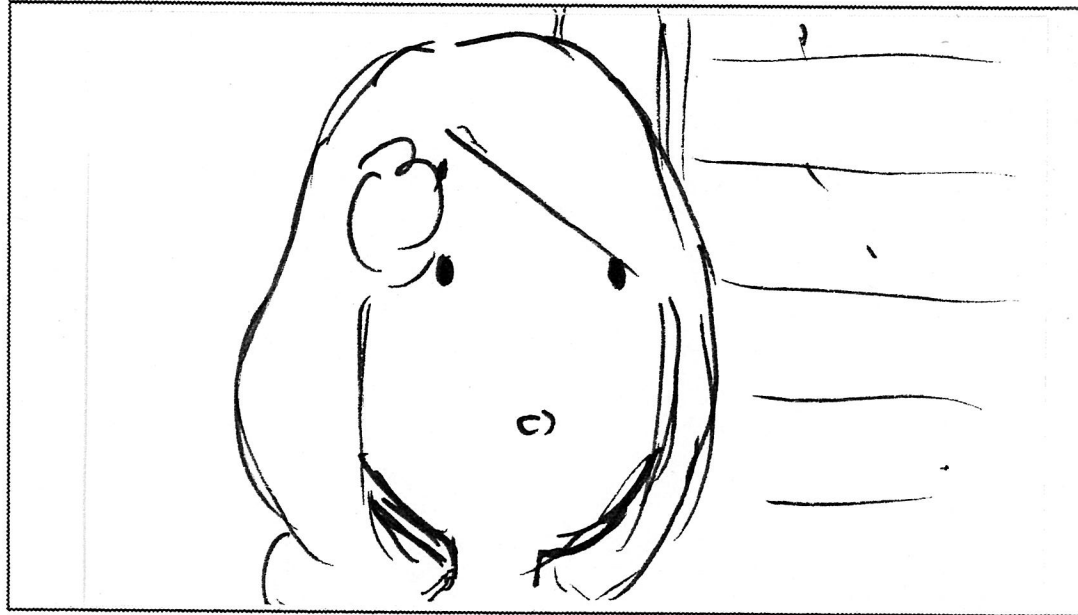
Production :

1034-209

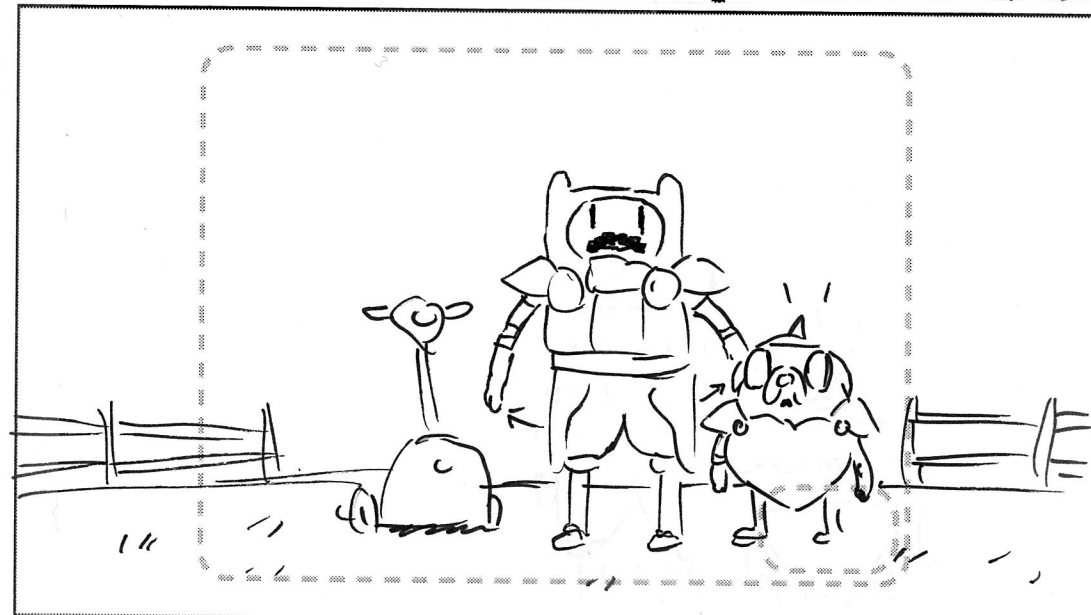
ADVENTURE TIME



Sc. 78 Pnl. B Bg. day night



Sc. 79 Pnl. A Bg. day night



Dialog:

(PB): He's my
brother...
Neddy.

Action:

Timing:

(1) (J): *GASP*!

(2) (F): [AUTOTUNE]



EPISODE #

Production :

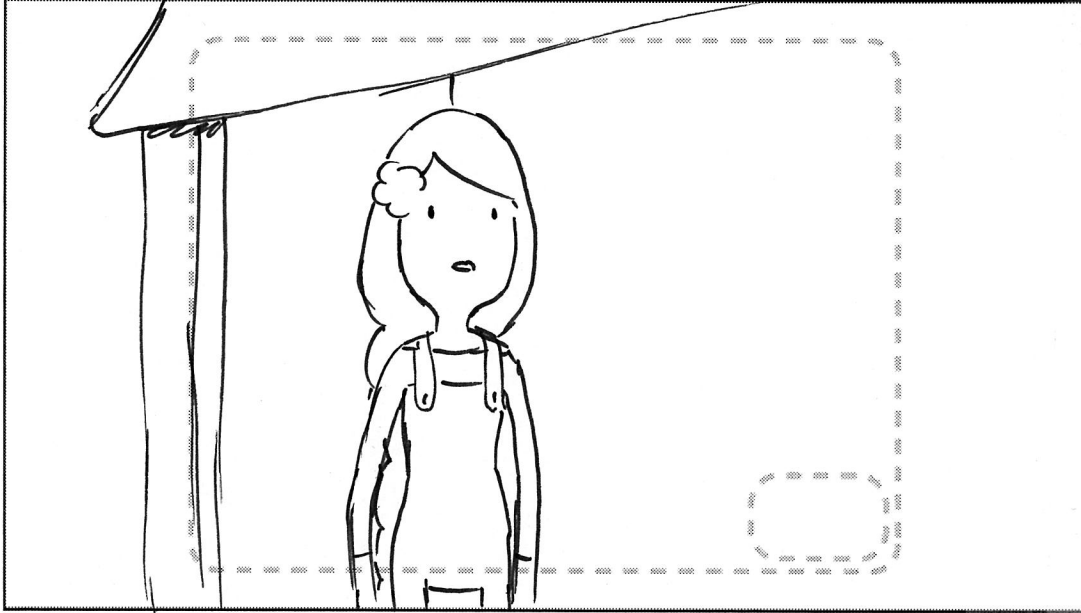
1034-209

ADVENTURE TIME

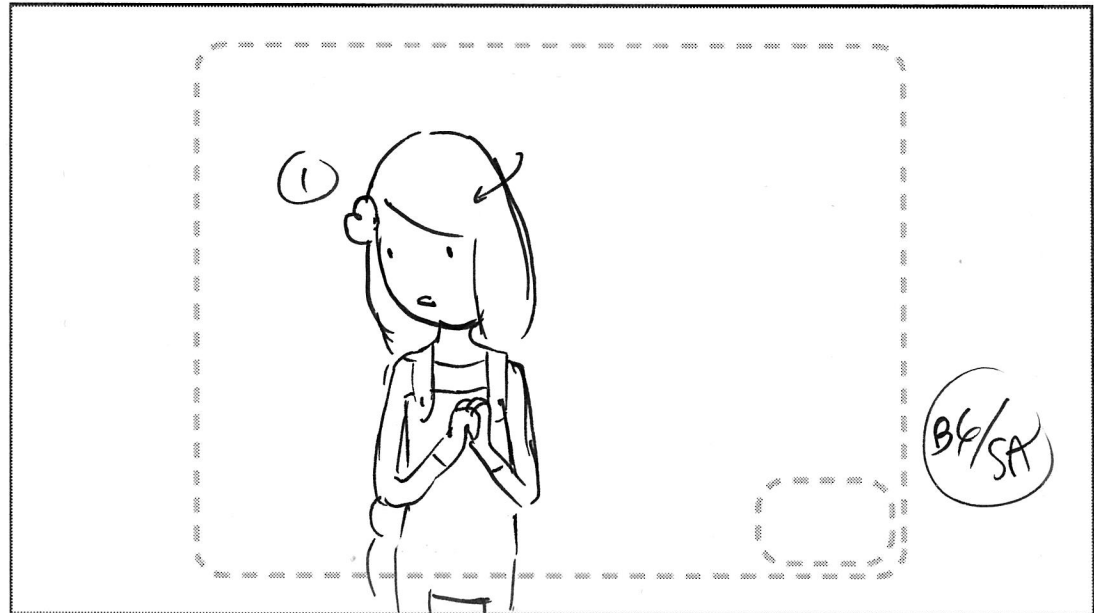


Page 95

Sc. 80 Pnl. A Bg. day night



Sc. 80 Pnl. B Bg. day night



Dialog: (PB) We spawned together from the mothergum.

Action:

hook up w/
steve?

Timing:



→ and now I'm all he has... (2)



EPISODE #

Production :

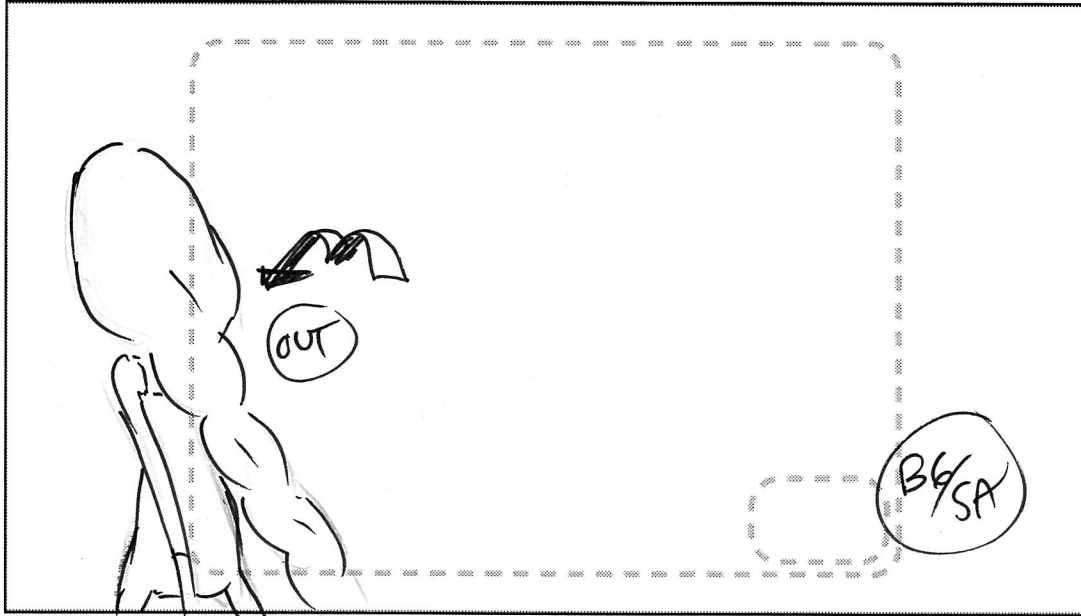
1034-209

ADVENTURE TIME

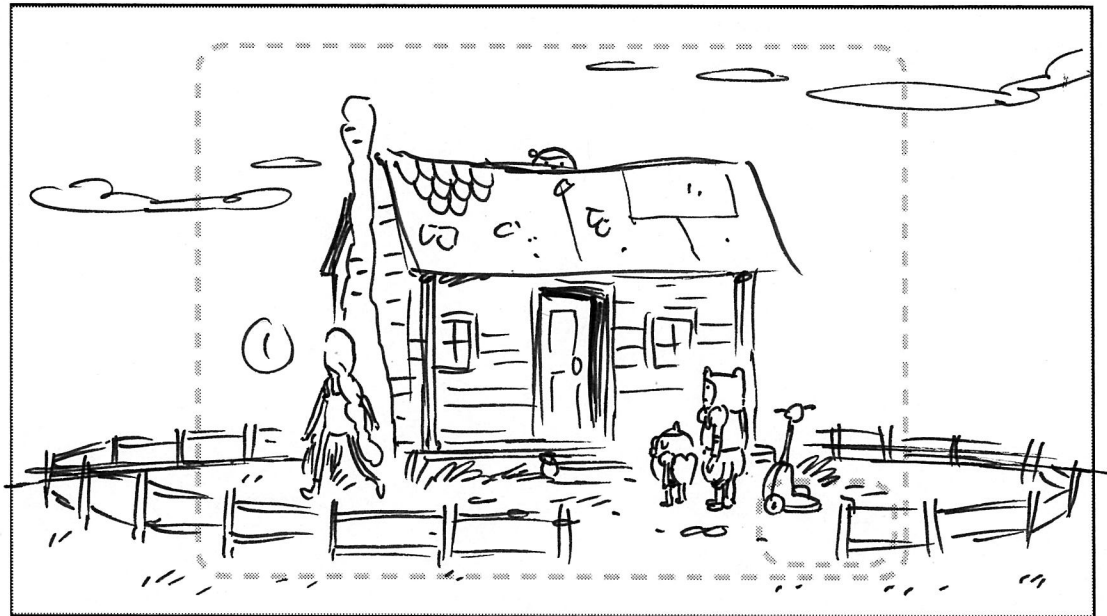


Page 96

Sc. 80 Pnl. C Bg. day night



Sc. 81 Pnl. A Bg. day night



Dialog:

Action:

- PB walks around cabin.

Timing:



EPISODE #

1034-209

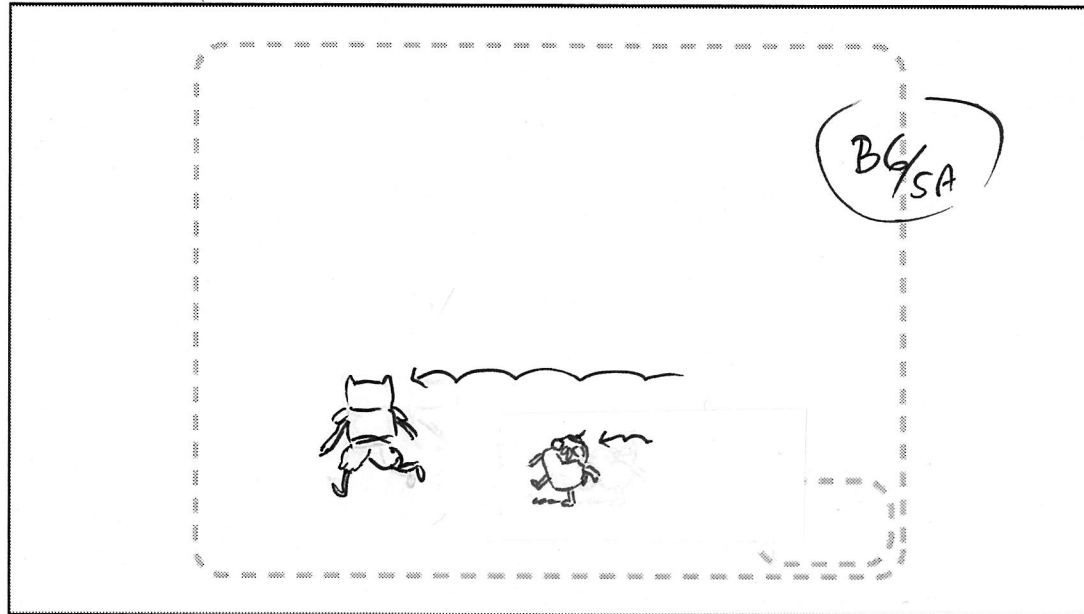
Production :

ADVENTURE TIME

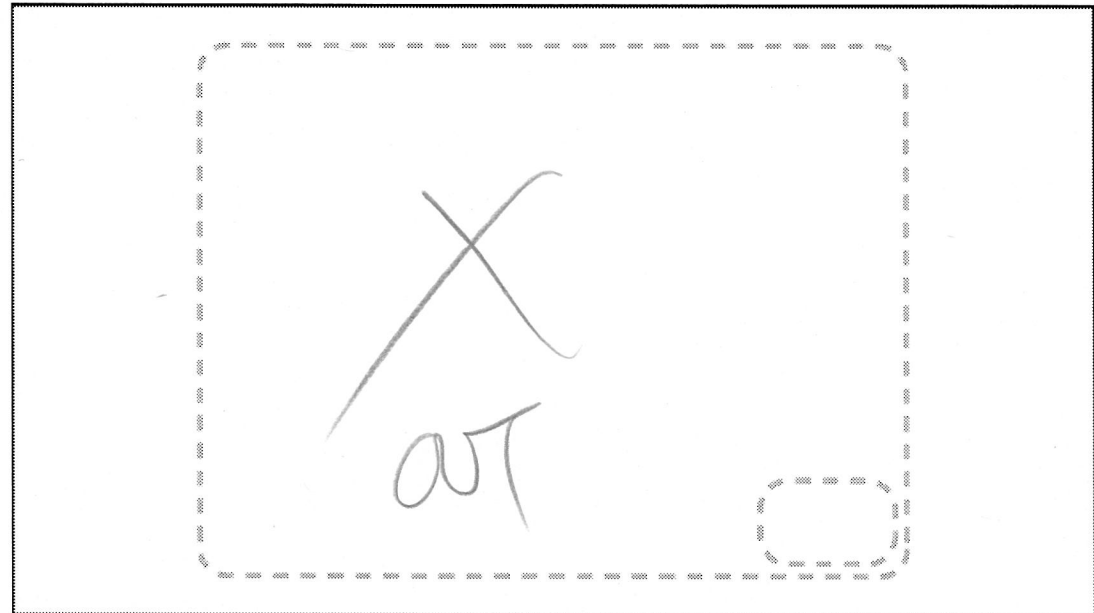


Page 97

Sc. 81 Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action:

- Finn runs after PB
- Jake waddles slowly (armor is to heavy/cumbersome)

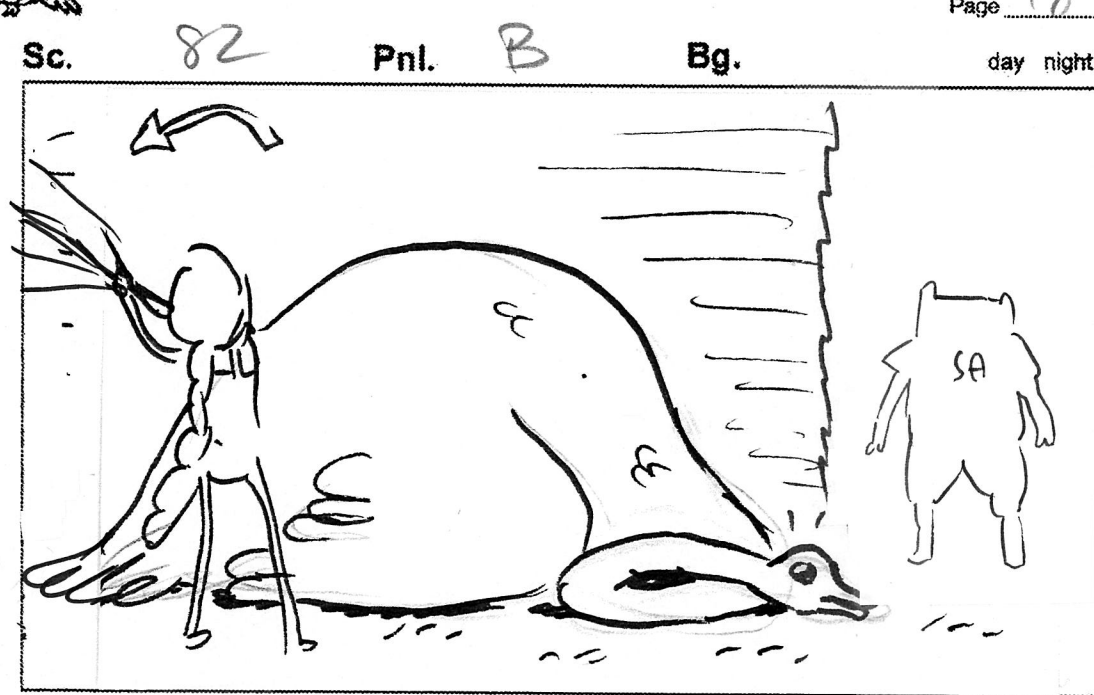
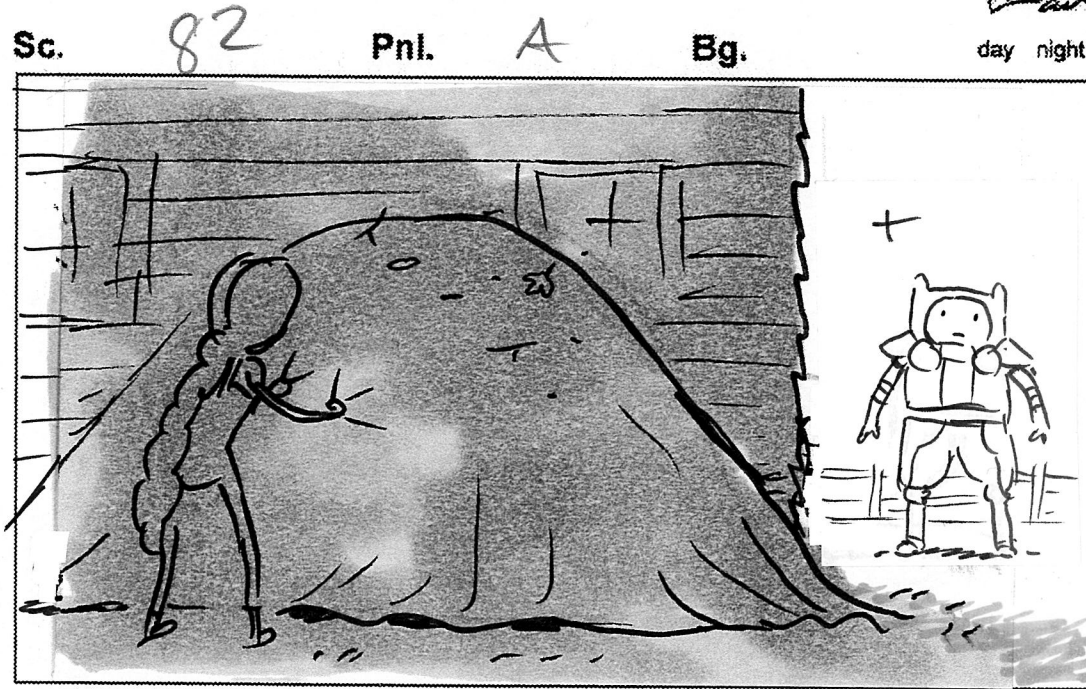
Timing:

EPISODE #

Production :

1034-209

ADVENTURE TIME



Dialog:			
Action:	- Finn runs in.		
Timing:			
	- PB pulls tarp off Swan, awakening it.		

EPISODE #

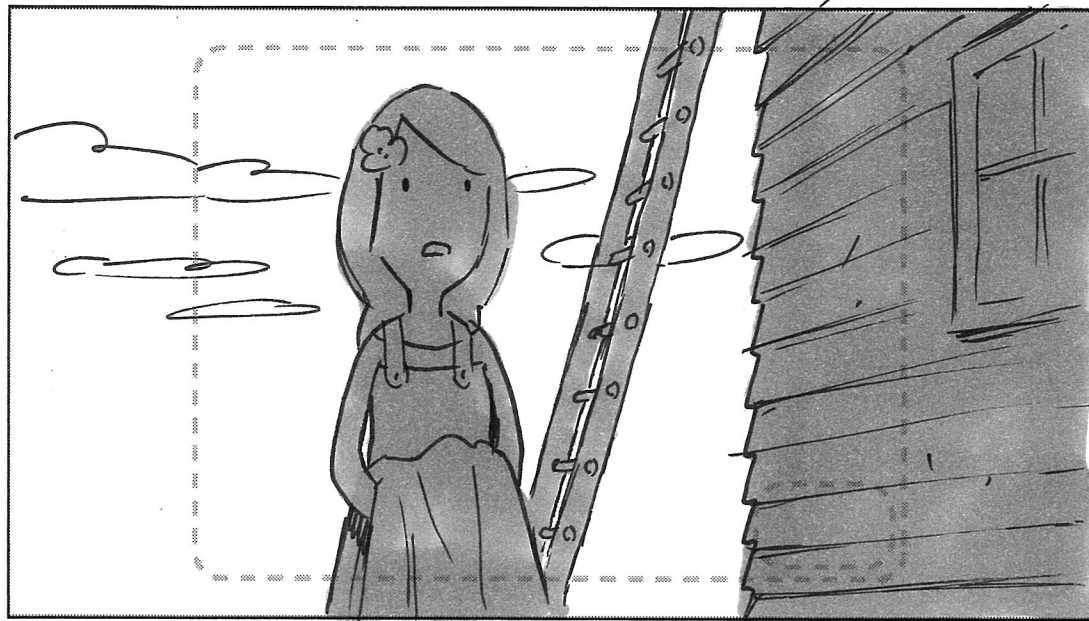
1034-209

Production :

ADVENTURE TIME



Sc. 83 Pnl. A Bg. day night

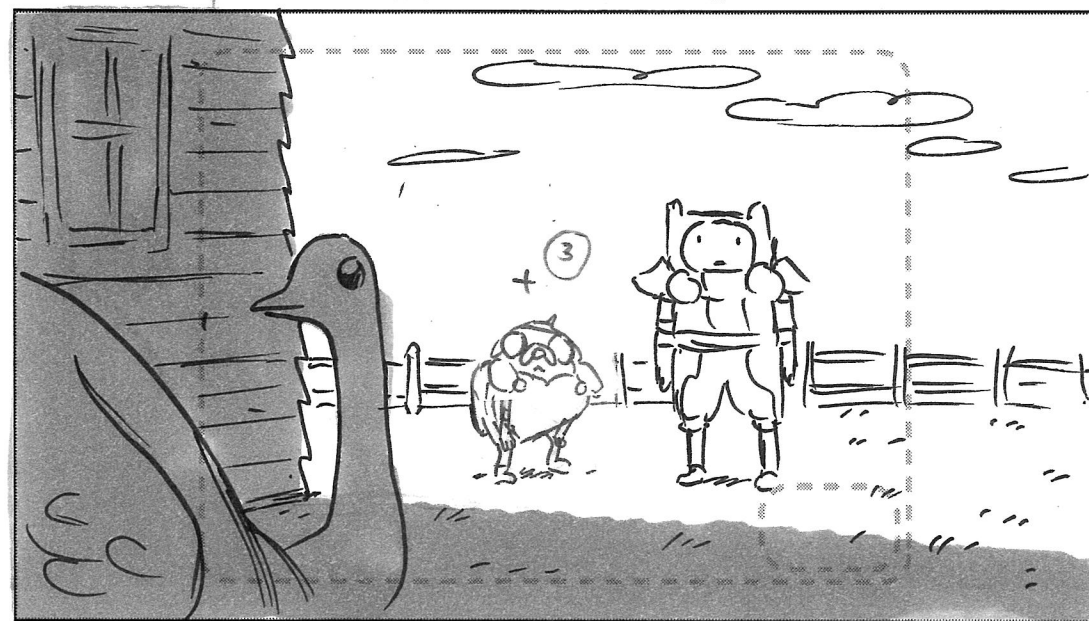


Dialog: (PB) Neddy's very sensitive. It's not safe for him out there.

Action:

Timing:

Sc. 84 Pnl. 1 Bg. day night



(PB) (OS) He needs my help... and I'll need yours.

(TAKE: *out of breath*)

(IN) + (1)

+ (2)

- Jake arrives, out of breath. (waddles due to heavy armor.)

EPISODE #

Production :

1034-209



Sc.	Pnl.	Bg.	day	night
<div style="border: 1px dashed black; padding: 50px; text-align: center;">WIPE</div>				

Sc.	Pnl.	Bg.	day	night
<div style="border: 1px dashed black; padding: 50px; text-align: center;"><div style="font-size: 4em; transform: rotate(45deg); display: inline-block;">X</div><div style="font-size: 2em; transform: rotate(-45deg); display: inline-block;">OUT</div></div>				

Dialog:
Action:
Timing:

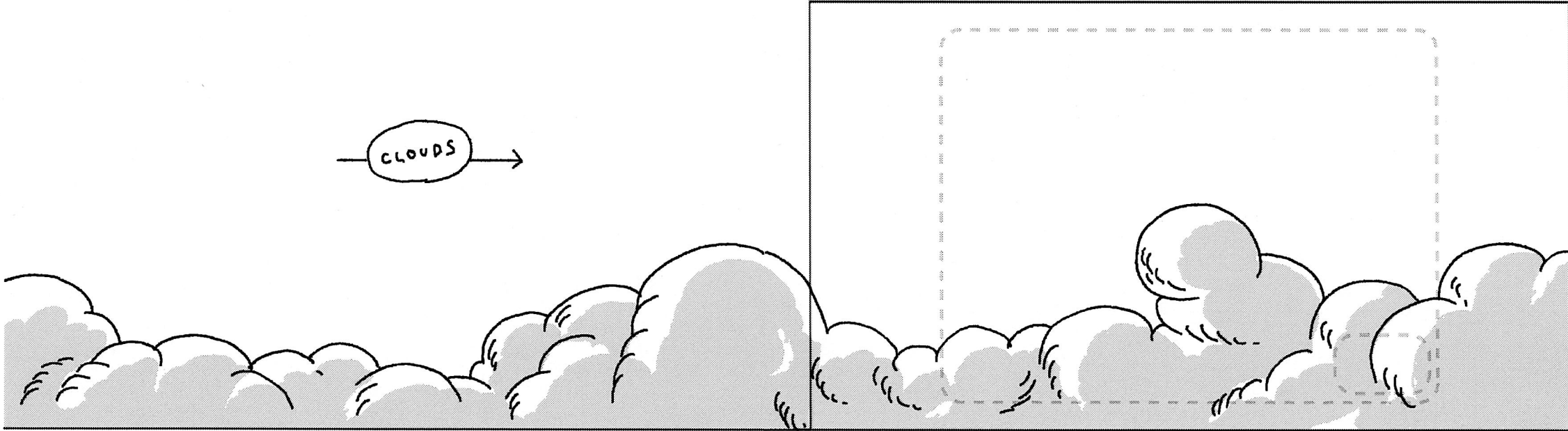
Production :
EPISODE #
1034-209

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ADVENTURE TIME



Sc. 85 Pnl. A Bg. day night



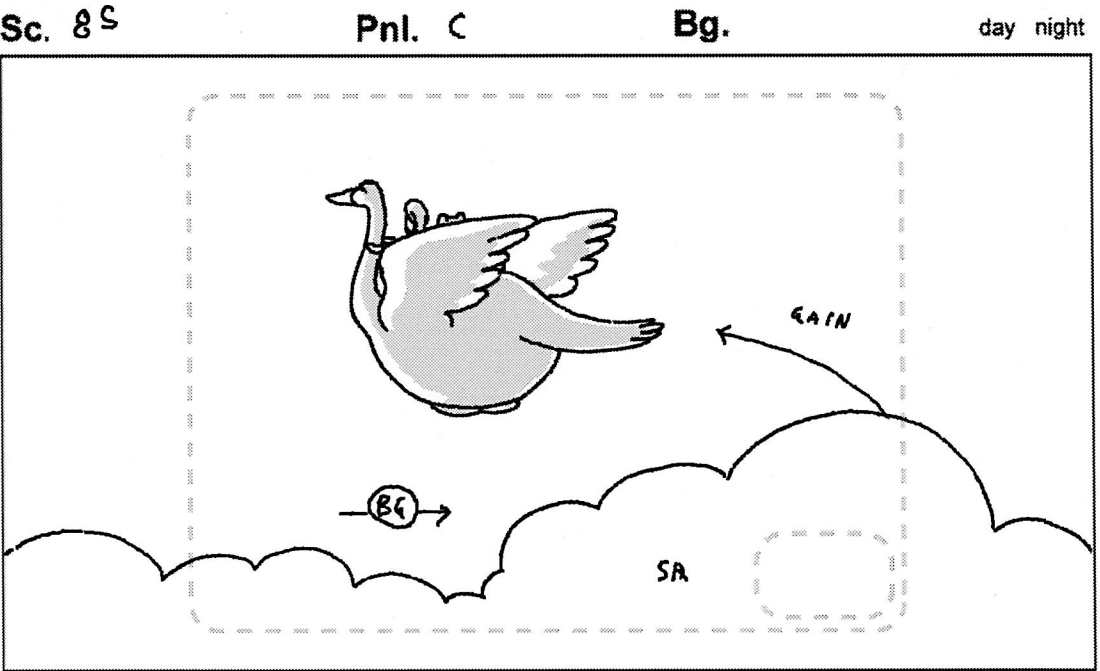
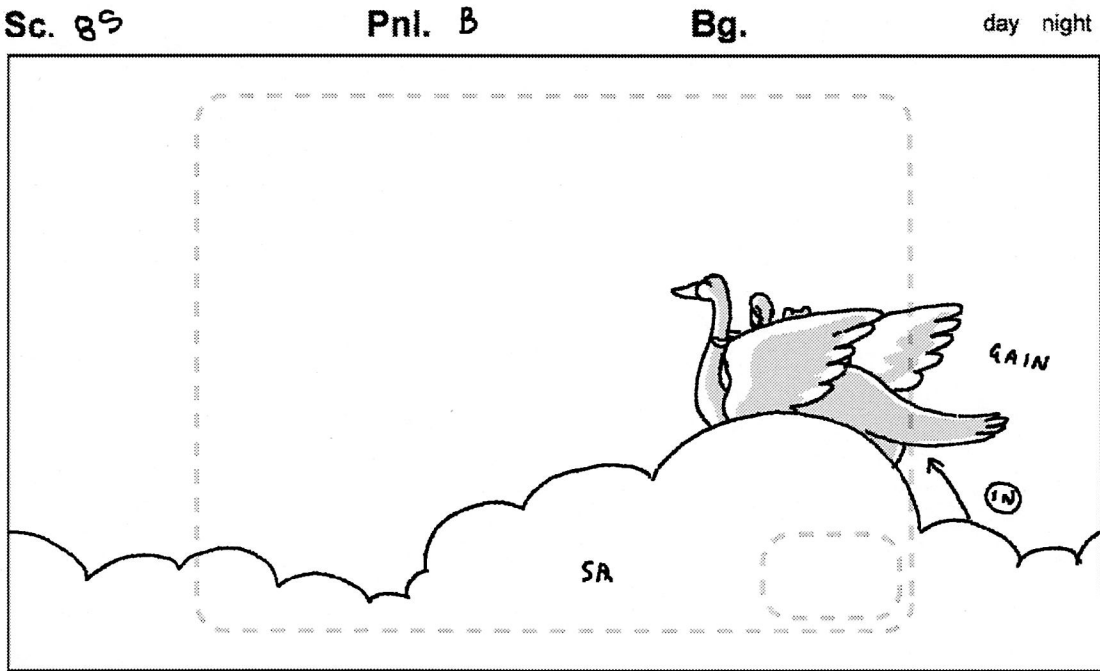
Dialog:
Action:
Timing:

A SWEET PINKY SUNSET.

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Production :

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ADVENTURE TIME

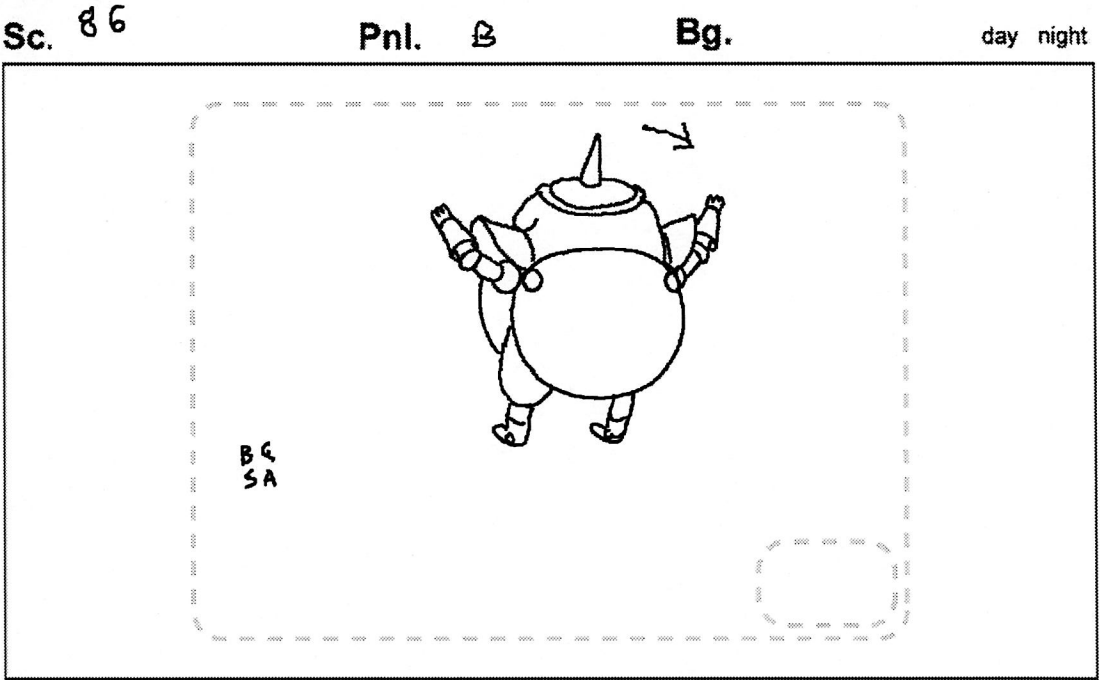
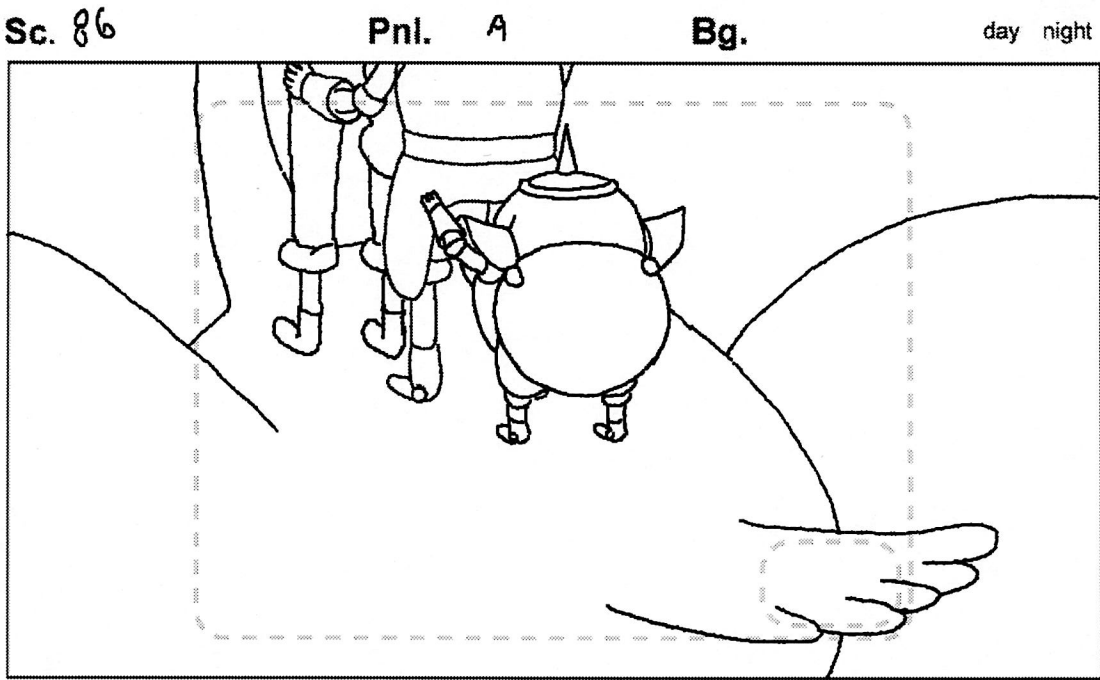


Dialog:
Action:
Timing:

EPISODE # 1034-209
Production :

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ADVENTURE TIME

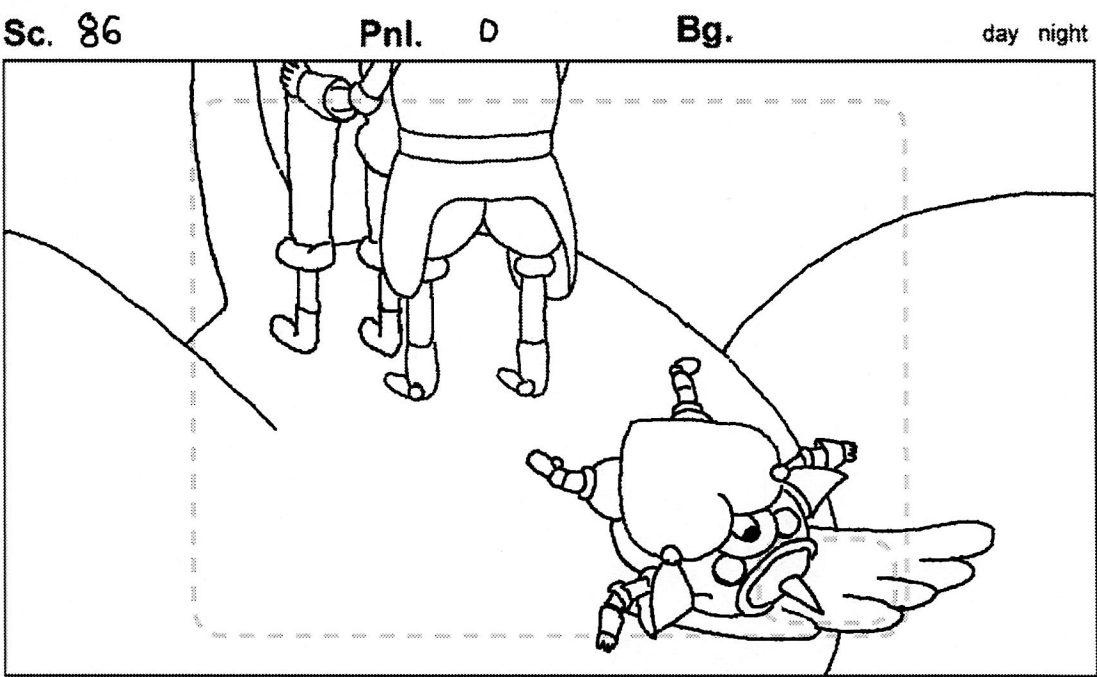
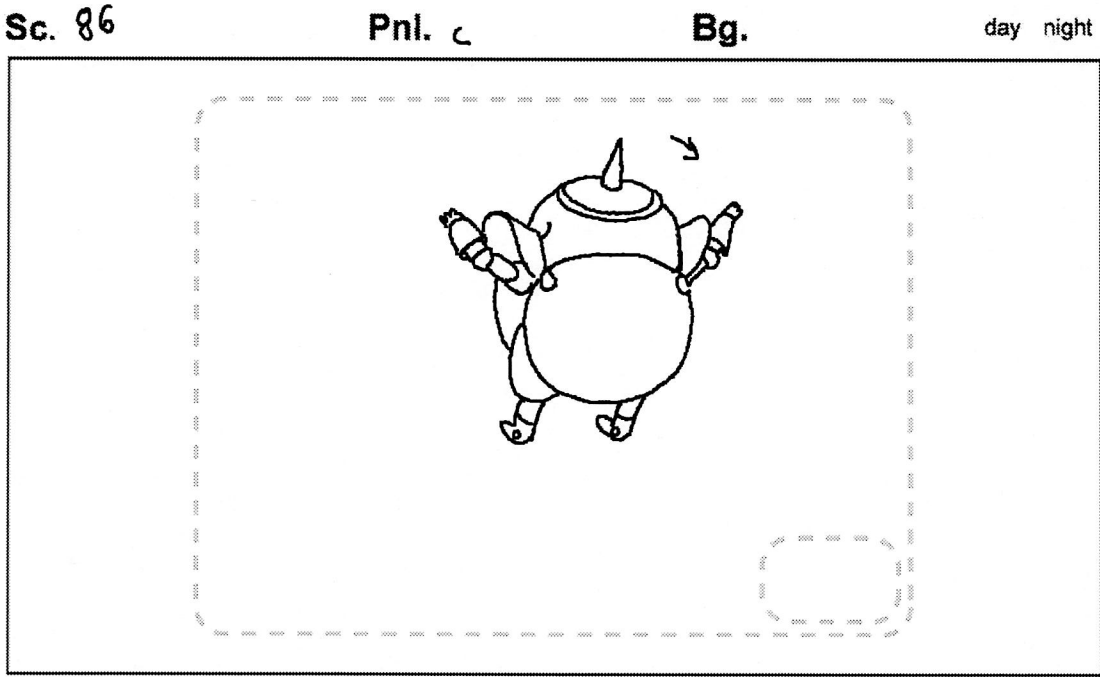


Dialog:
Action:
Timing:

SLOWLY TILTS BACKWARDS.

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ADVENTURE TIME



Dialog:

Q WUH OH.
(ALT) STIFF ARMOR
(MATTER OF FACTLY)

Action:

A B C

SLOWLY
WINDMILLING
ARMS.

ADVENTURE TIME

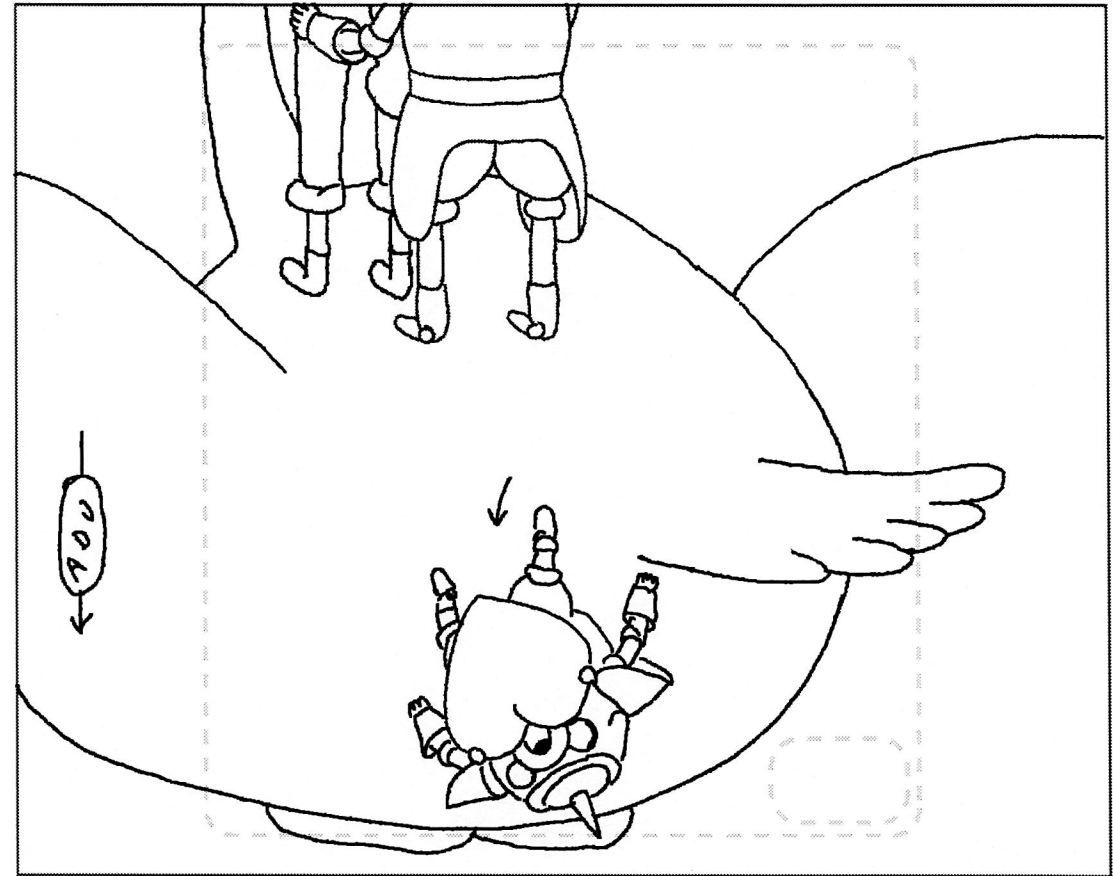
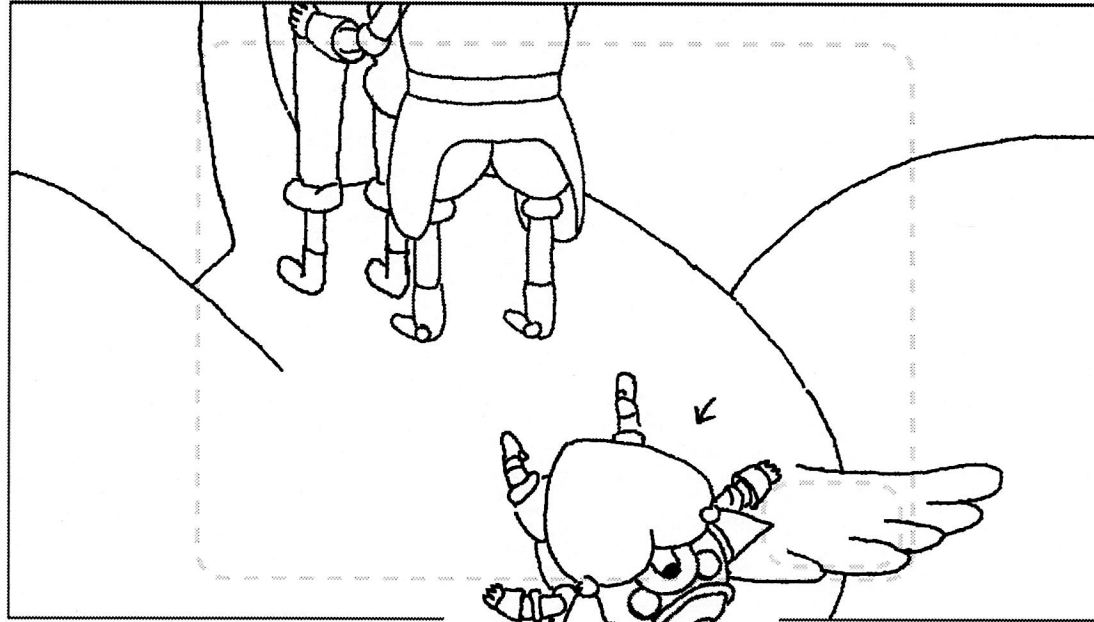


Sc. 86

Pnl. D

Bg.

day night



Page 106

SC
86
Pnl
E

EPISODE #
1034-209

Dialog:

① (SPOKEN
NOT
YELLED) A A A H .

Action:

CONTINUOUS MOVEMENT
NO STOPPING.

SLOWS TO A STOP.

Timing:

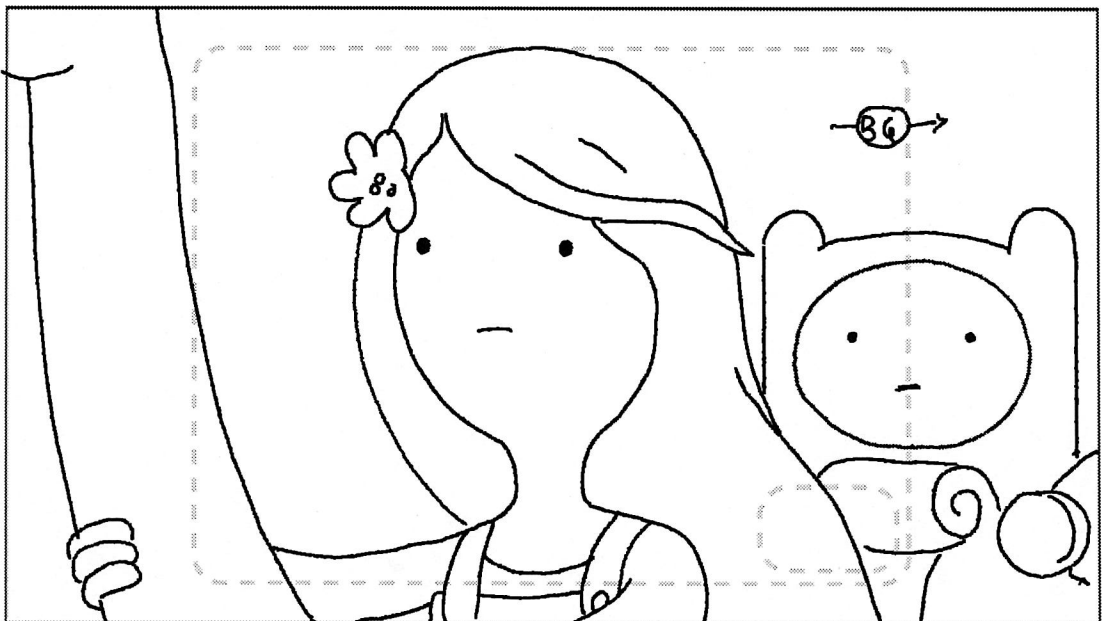
Production :

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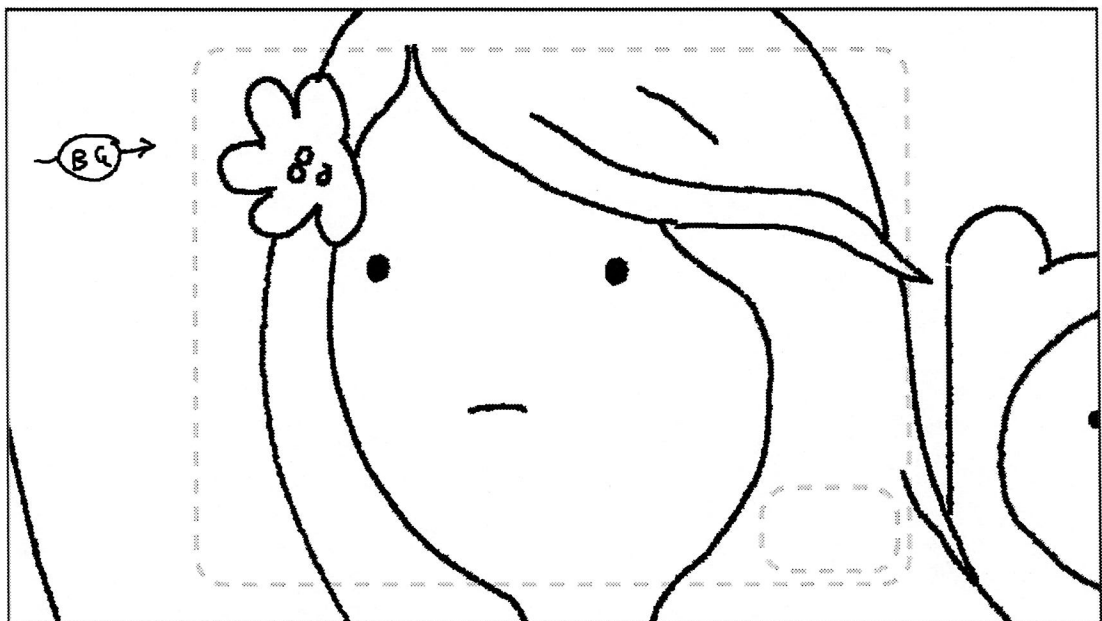
ADVENTURE TIME



Sc. 87 Pnl. A Bg. day night



Sc. 88 Pnl. A Bg. day night

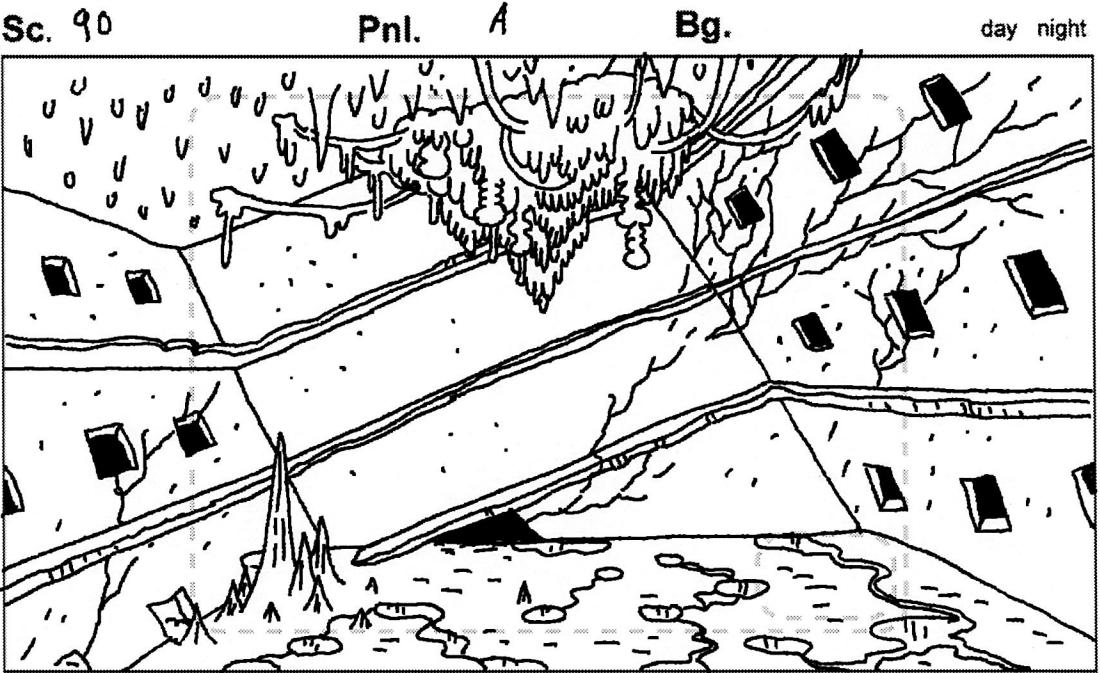
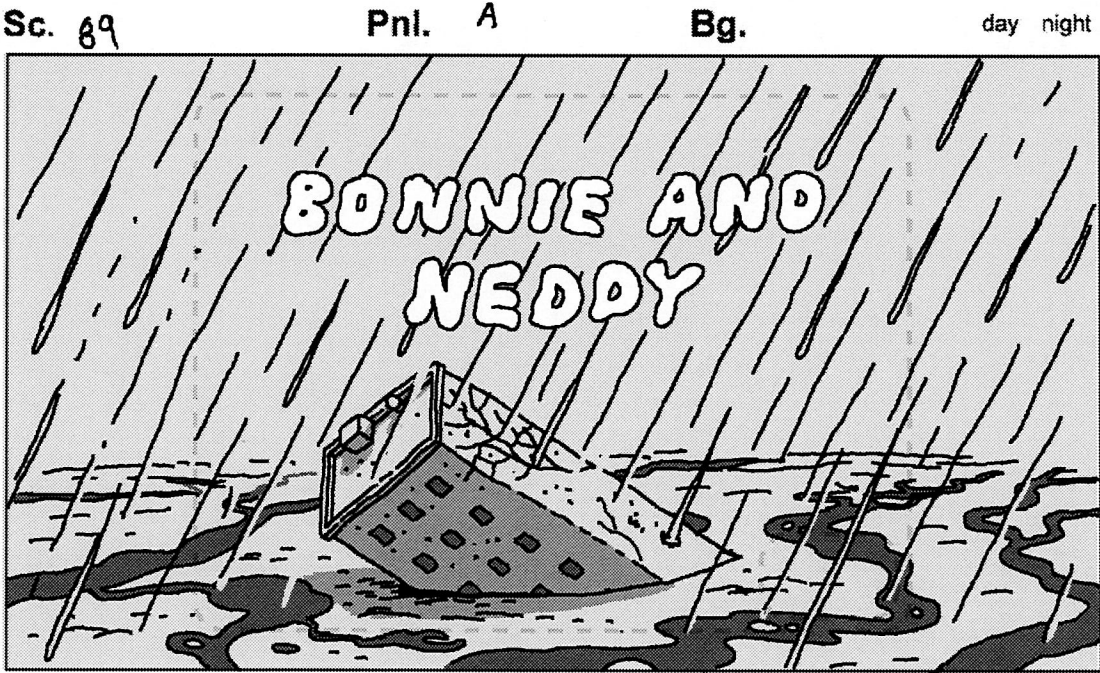


Dialog:
Action:
Timing:

EPISODE # 1034-209
Production :

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ADVENTURE TIME



Dialog:	(SFX) / RAIN FALLING
Action:	-PINK GUM LETTERING , ON GREY RAINY BG. -RAINING , BUT <u>NOT</u> POURING.
Timing:	

Production :
EPISODE # 1034-209

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ADVENTURE TIME

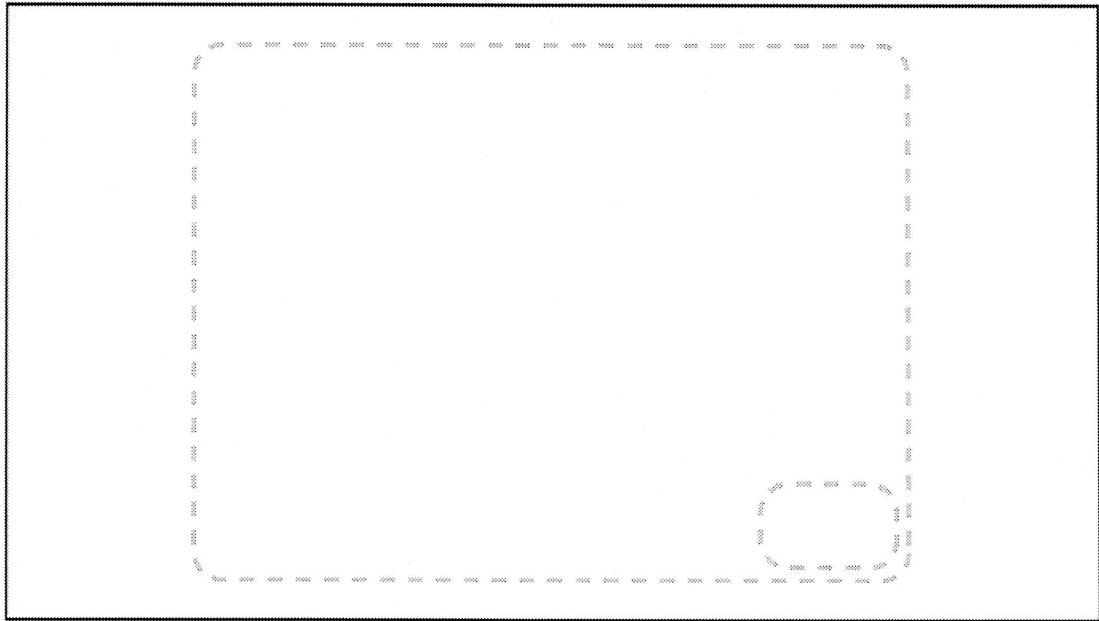


Sc. 91

Pnl. A

Bg.

day night

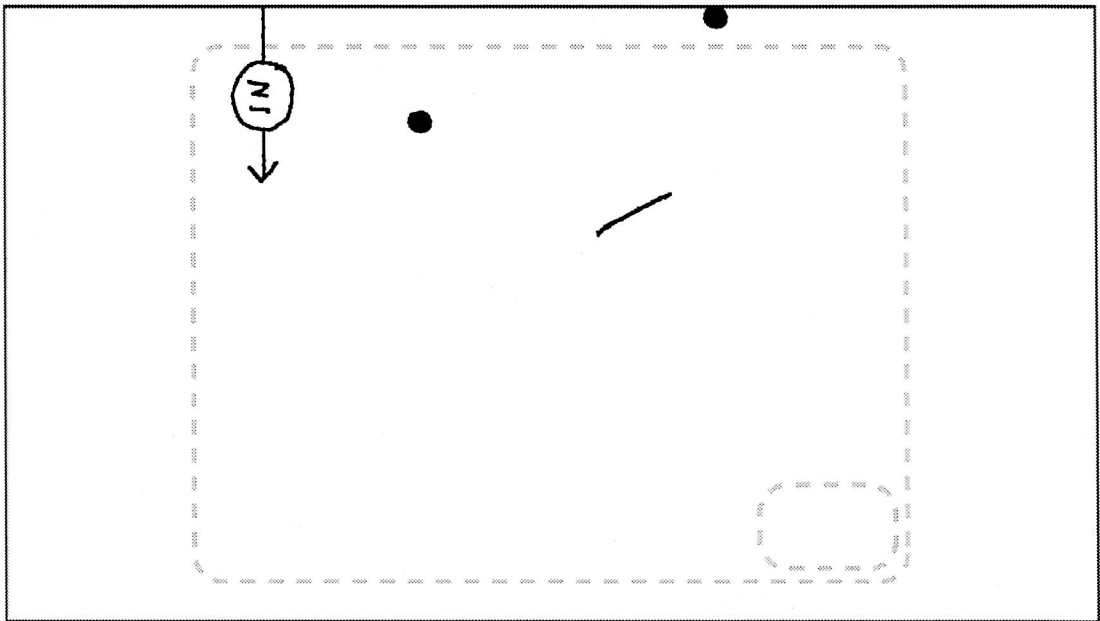


Sc. 91

Pnl. B

Bg.

day night



Dialog:

(SFX) / RAIN FALLING

Action:

≡ ALL PINK ≡

Timing:

Production :

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ADVENTURE TIME



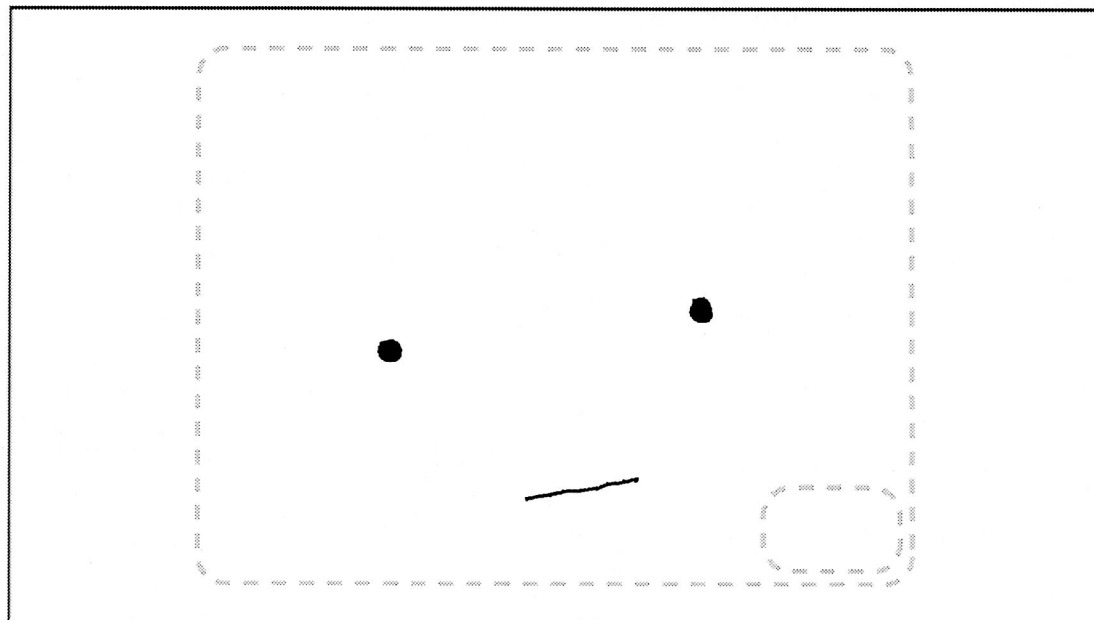
Page 109

Sc. 91

Pnl. c

Bg.

day night

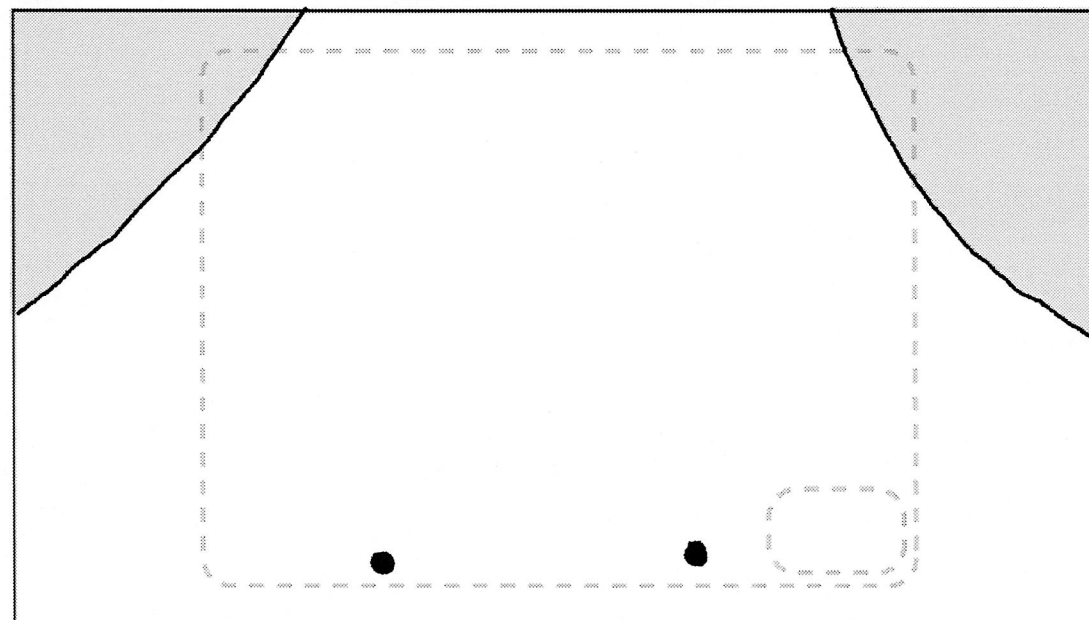


Sc. 91

Pnl. D

Bg.

day night



Dialog:

(SFX) / RAIN FALLING

Action:

Timing:

EPISODE #

1034-209

Production :

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ADVENTURE TIME



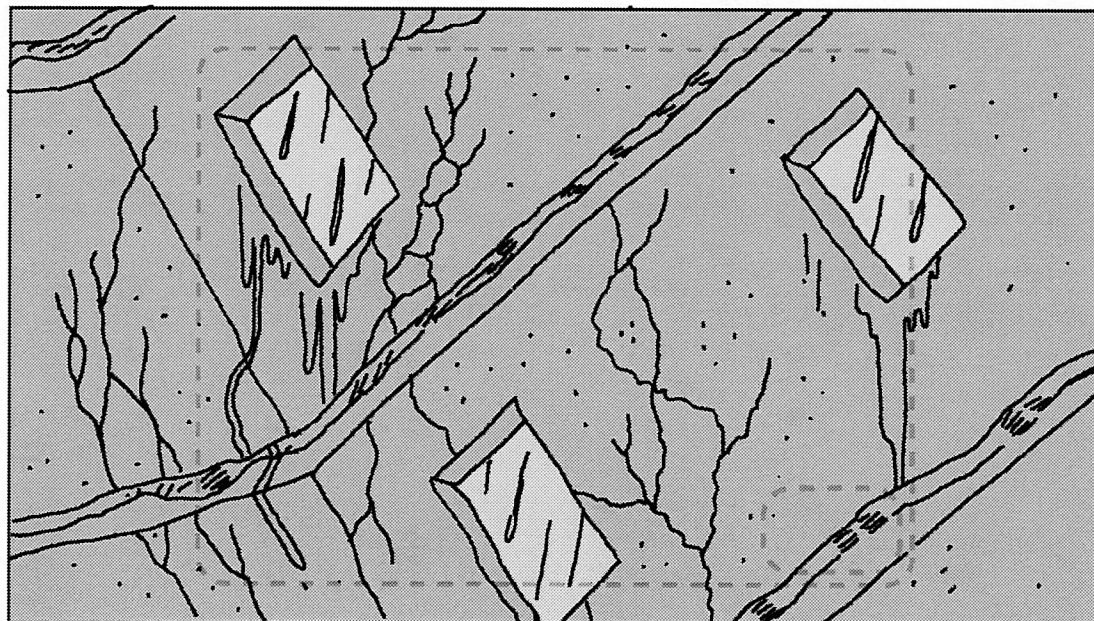
Page 110

Sc. 92

Pnl. A

Bg.

day night

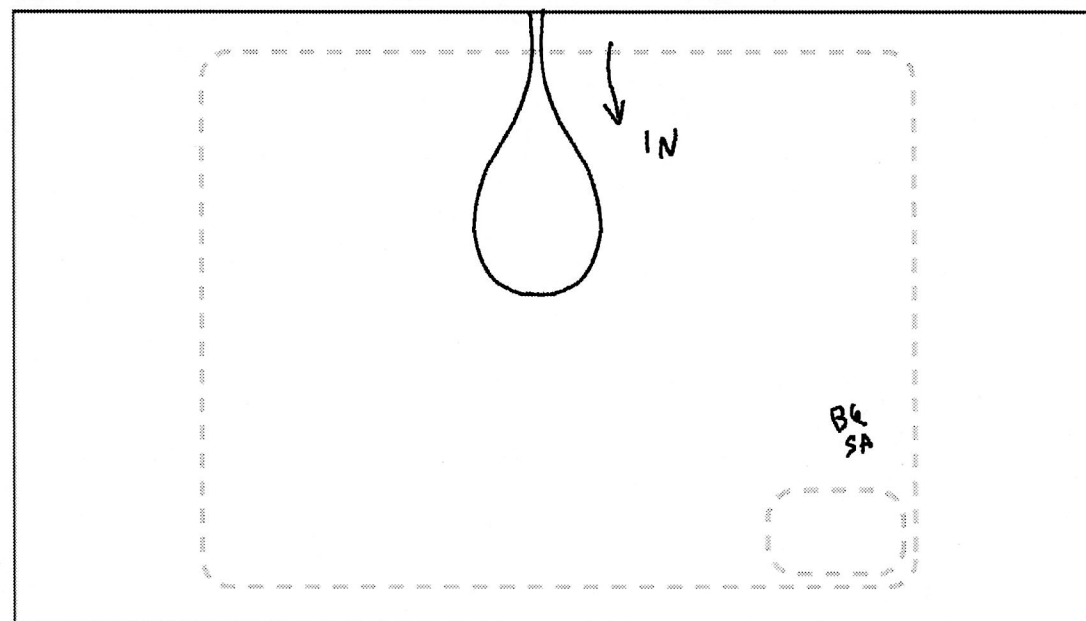


Sc. 92

Pnl. B

Bg.

day night



Dialog:

(SFX) / RAIN FALLING

Action:

Timing:

1034-209

EPISODE #

Production :

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ADVENTURE TIME



Sc. 92

Pnl. C

Bg.

day night

Sc. 92

Pnl. D

Bg.

day night

Dialog:	(SFX) / RAIN FALLING
Action:	HEY WHO'S THAT!
Timing:	

EPISODE #

Production :

1034-209

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ADVENTURE TIME

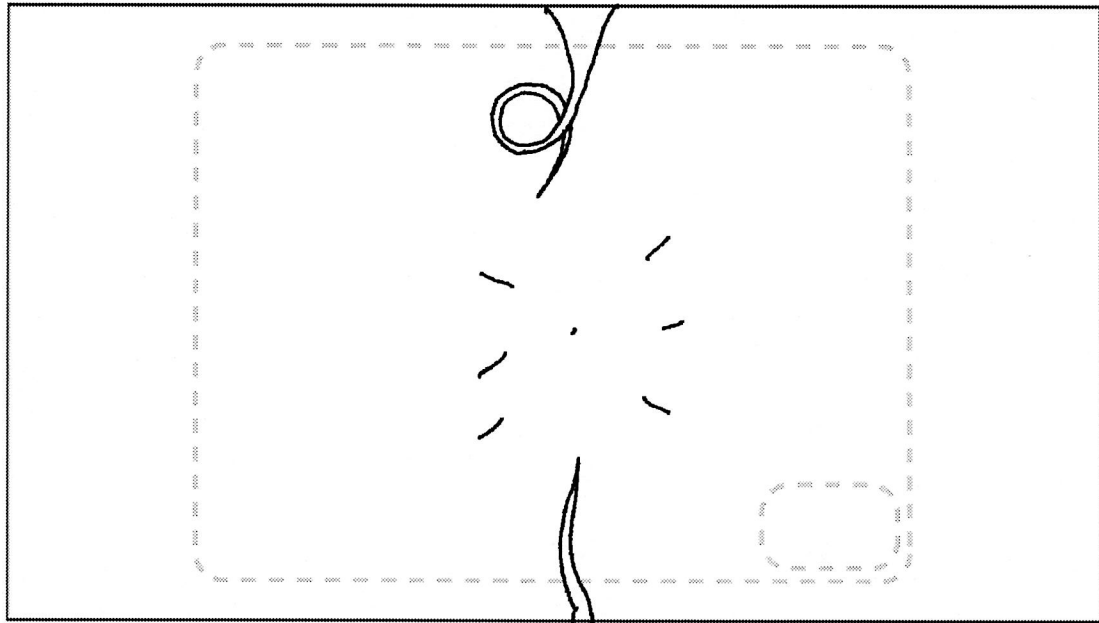


Sc. 92

Pnl. E

Bg.

day night

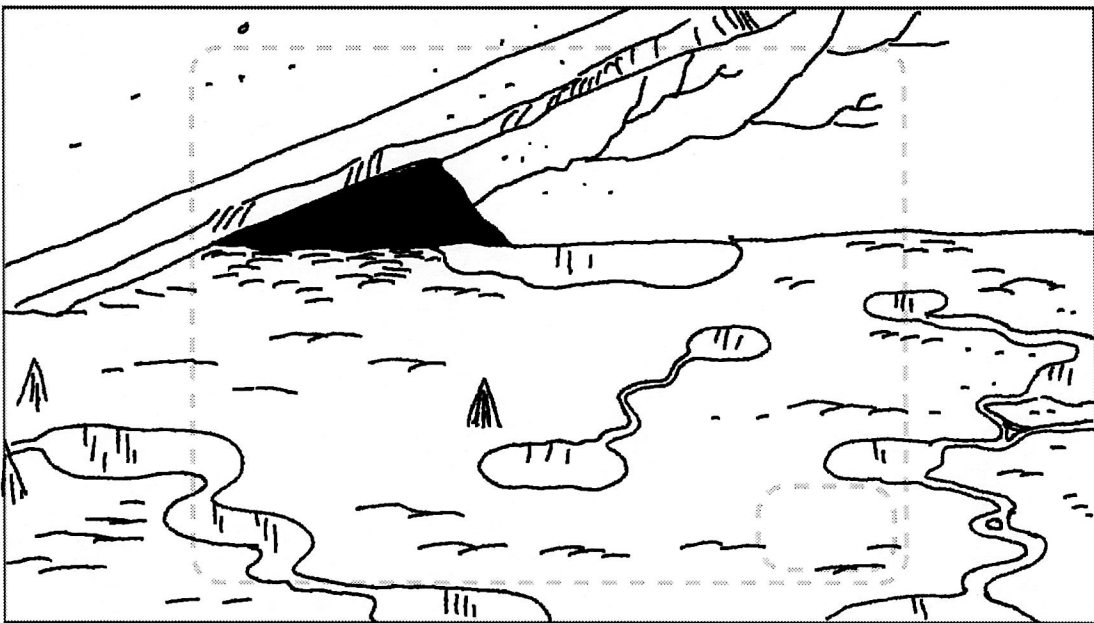


Sc. 93

Pnl. A

Bg.

day night



Dialog:

(SFX) / RAIN FALLING

Action:

ZOOM IN OF PREV. WIDE SHOT.

Timing:

EPISODE # 1034-209
Production :

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ADVENTURE TIME

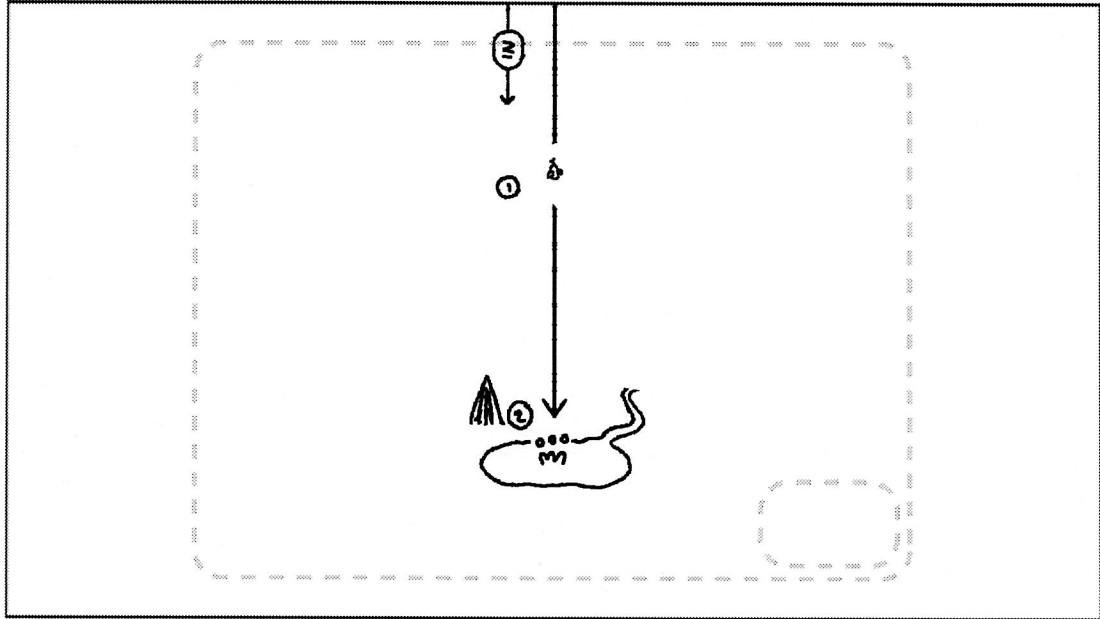


Sc. 93

Pnl. B

Bg.

day night

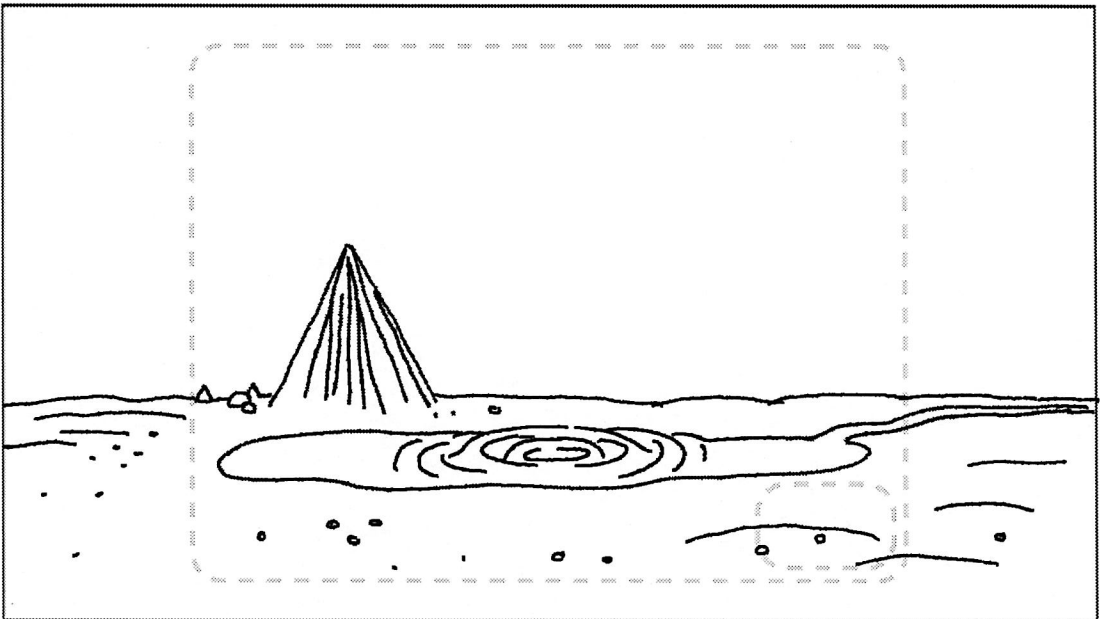


Sc. 94

Pnl. A

Bg.

day night



Dialog:

(SFX) / RAIN FALLING

Action:

RIPPLES.

Timing:

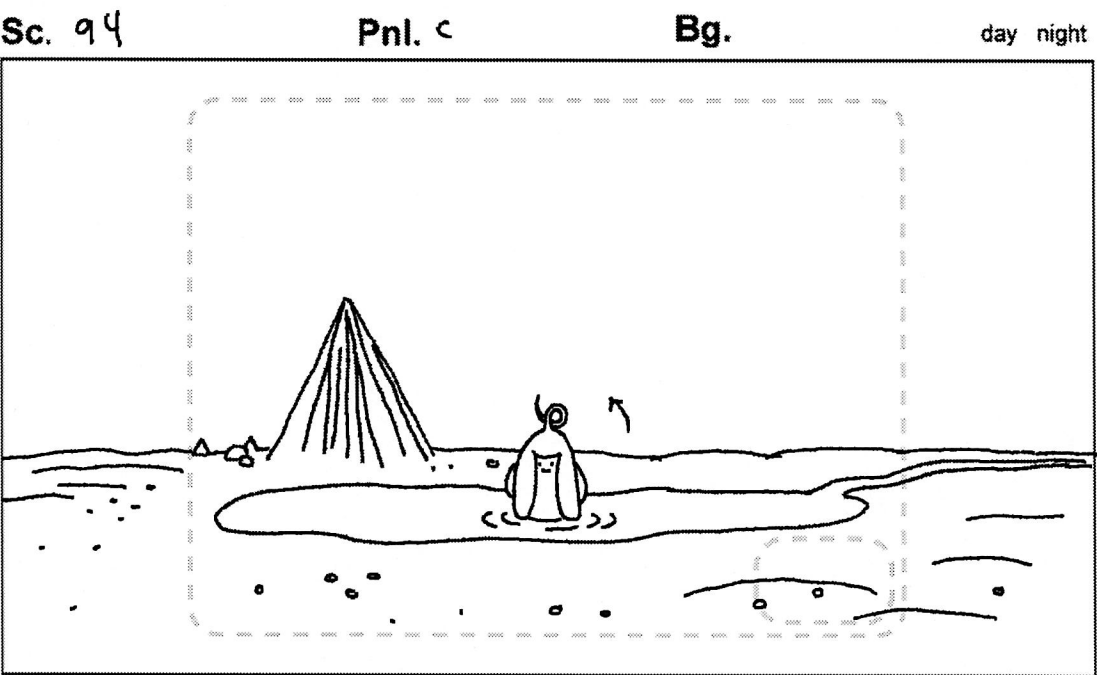
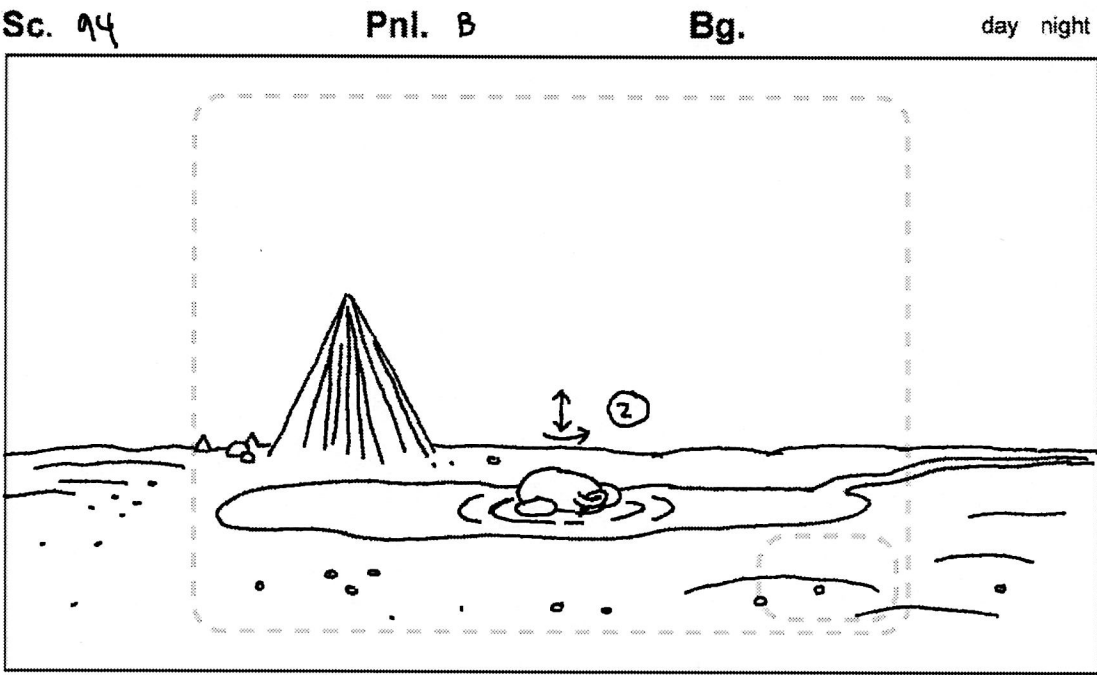
EPISODE #


Production :

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ADVENTURE TIME



Dialog:	(SFX) / RAIN FALLING
Action:	 TA - DA
Timing:	

Production :
EPISODE #
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ADVENTURE TIME

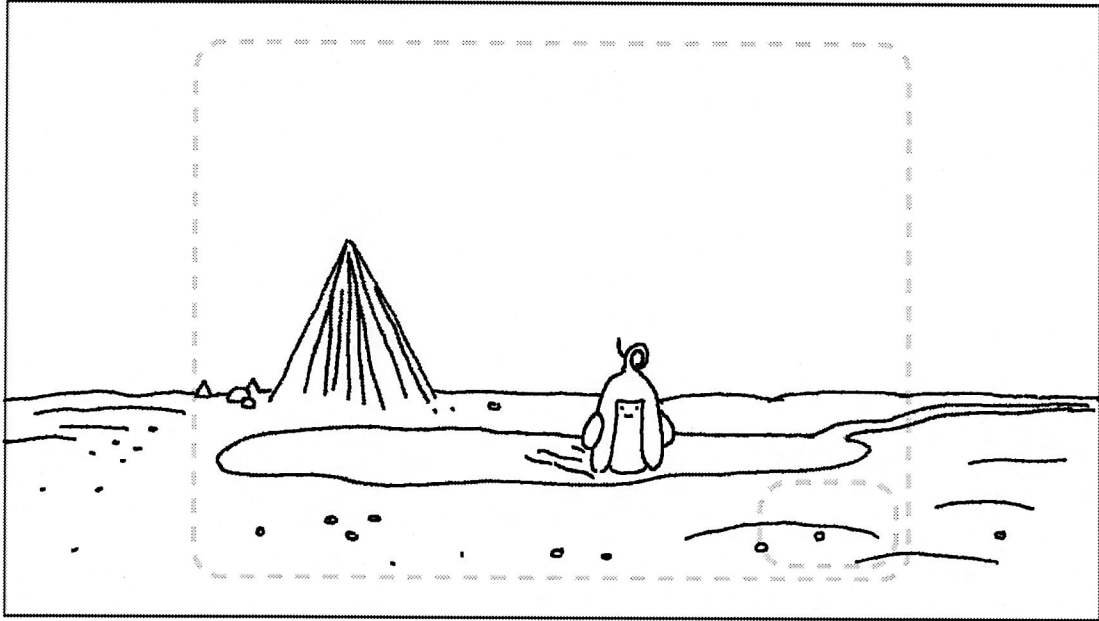


Sc. 94

Pnl. P

Bg.

day night

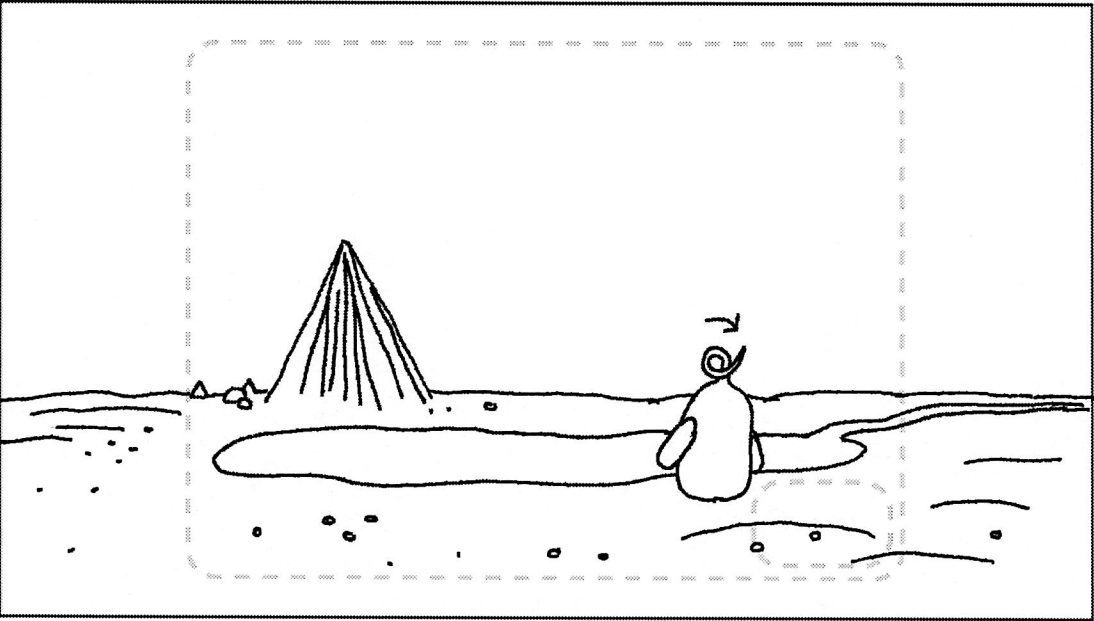


Sc. 94

Pnl. E

Bg.

day night



Dialog:

(SFX) / RAIN FALLING

Action:

WADES OUT LOOKS UP.

Timing:

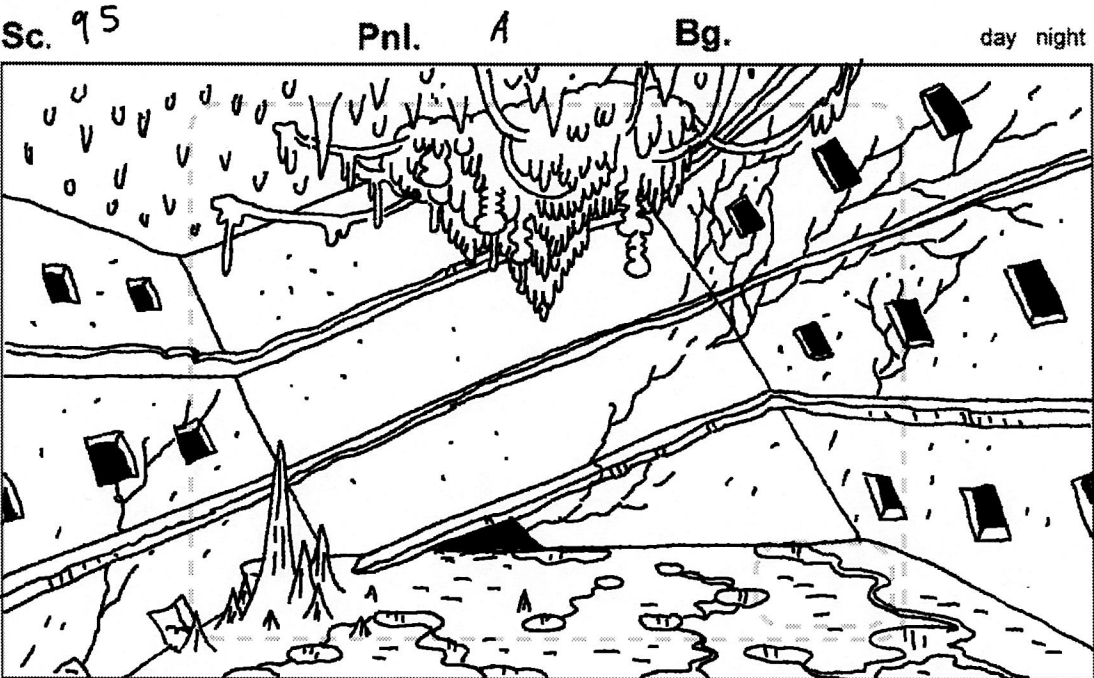
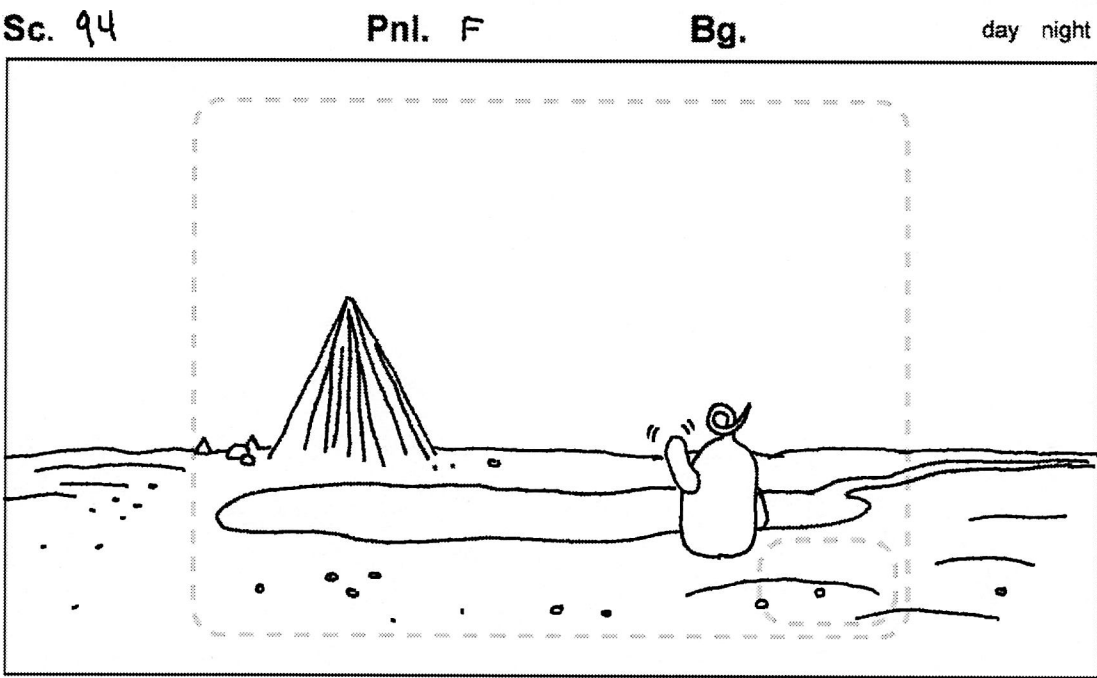
Production :

EPISODE #

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ADVENTURE TIME



Dialog:
(SFX) / RAIN FALLING
Action:
Timing:

EPISODE # 1034-209

Production :

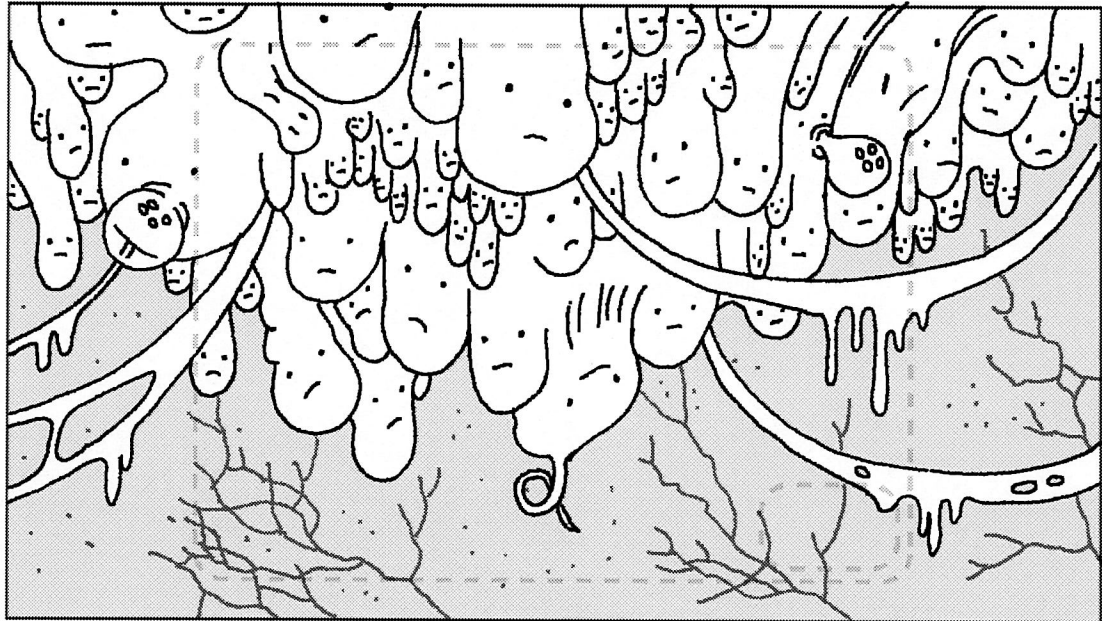
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ADVENTURE TIME

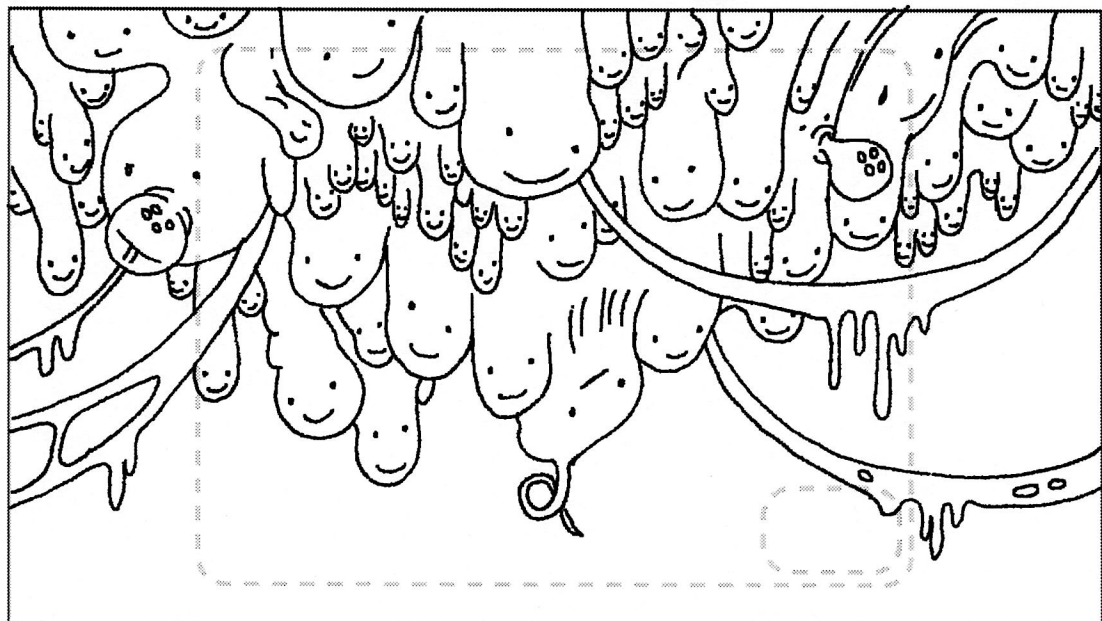


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Sc. 96 Pnl. A Bg. day night



Sc. 96 Pnl. 8 Bg. day night

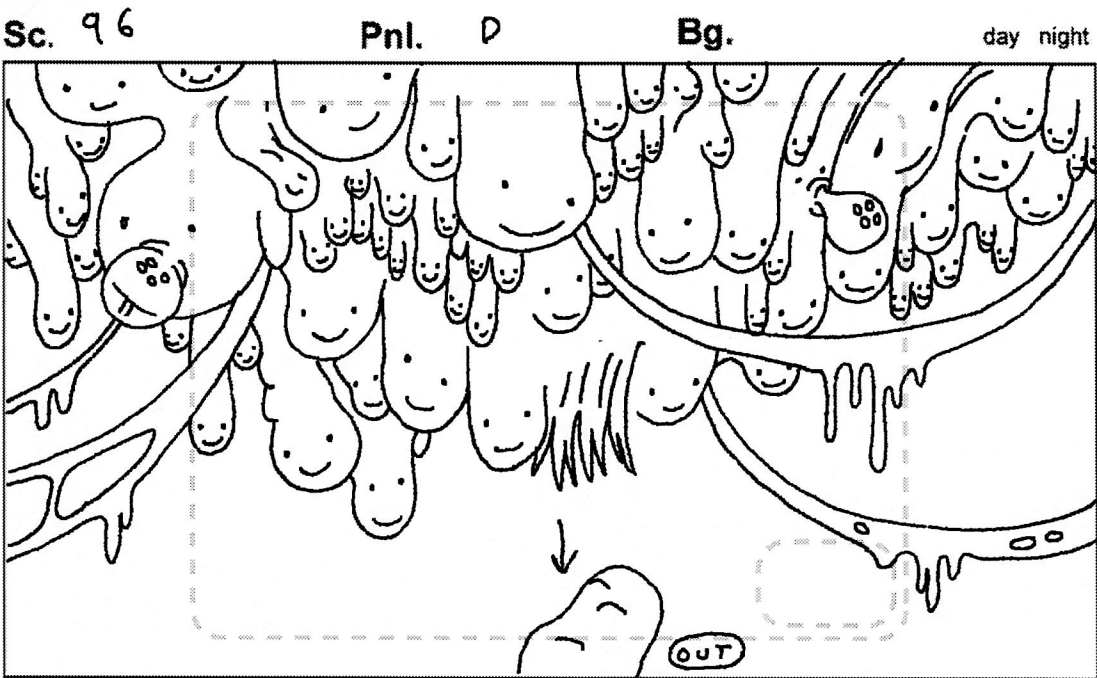
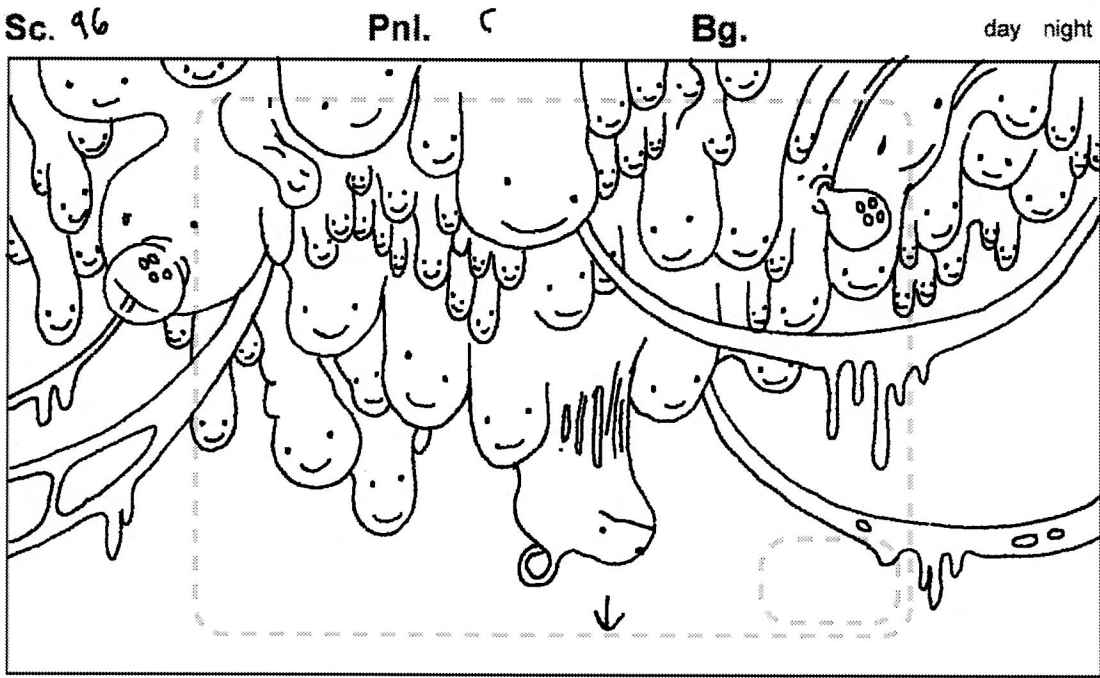


Dialog:	(SFX) / RAIN FALLING	
Action:	THE GUM-LINK	
Timing:	THE ALL SMILE EXCEPT NEDDY.	

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Production :

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ADVENTURE TIME



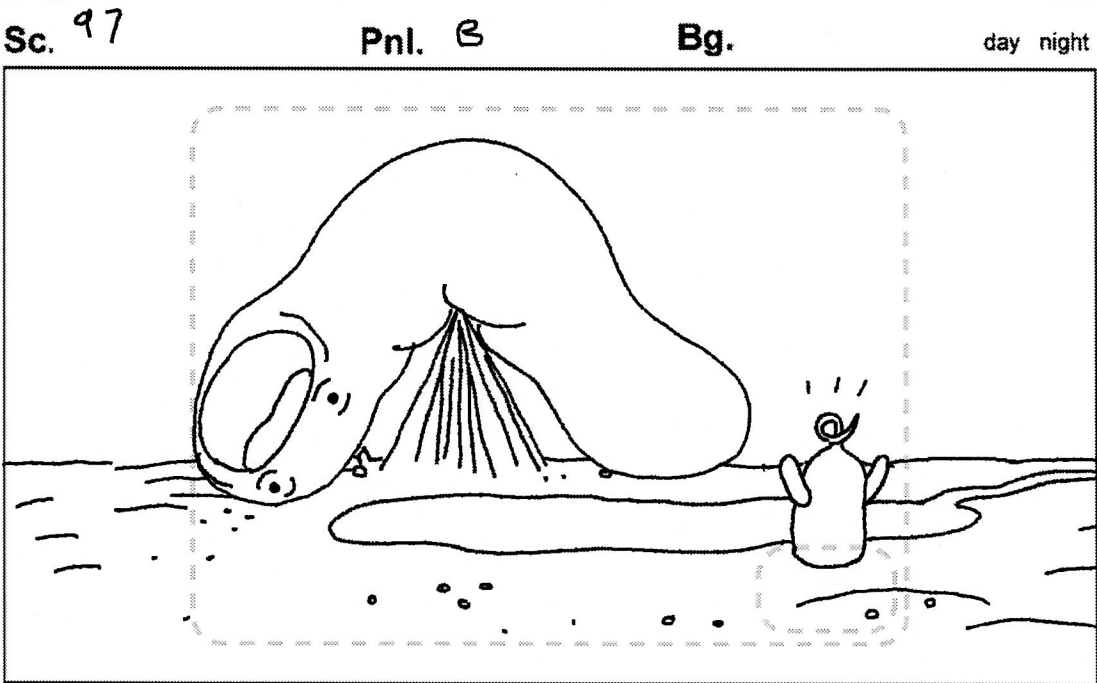
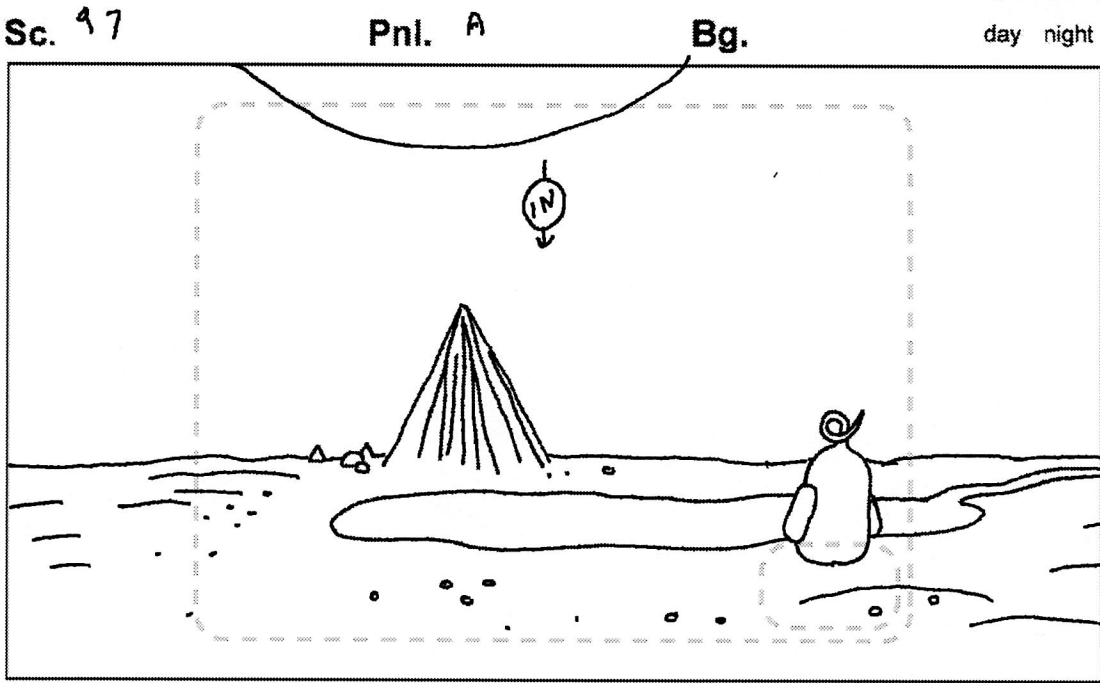
Dialog:	(SFX) / RAIN FALLING
Action:	
Timing:	

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Production :

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ADVENTURE TIME



Dialog:

(SFX)

RAIN

FALLING

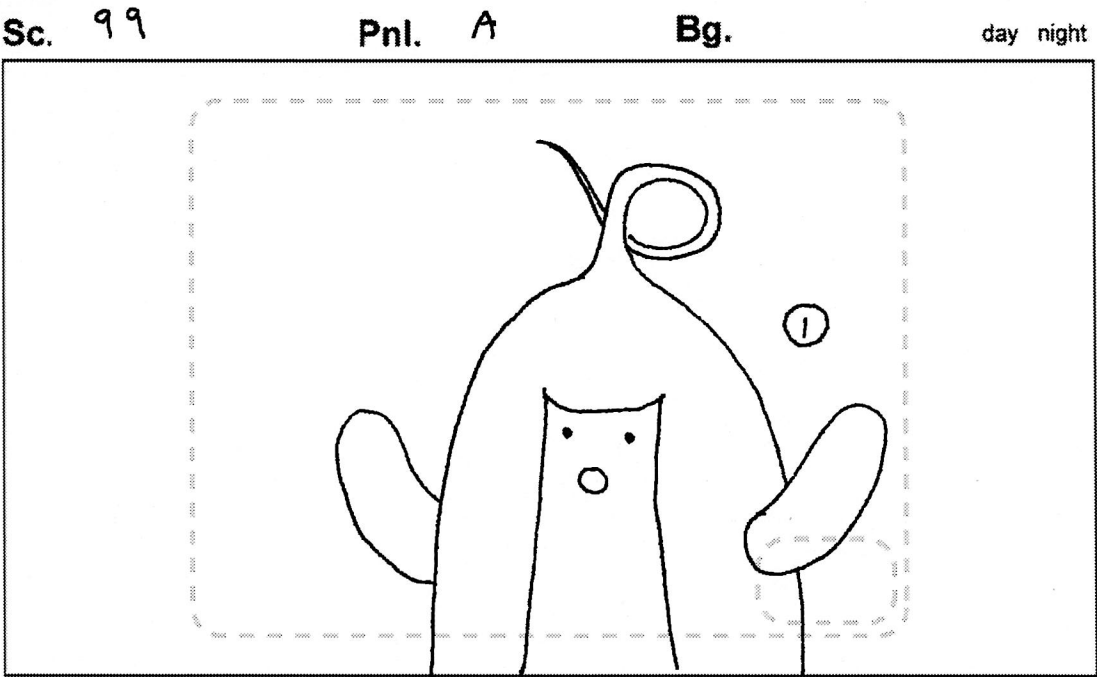
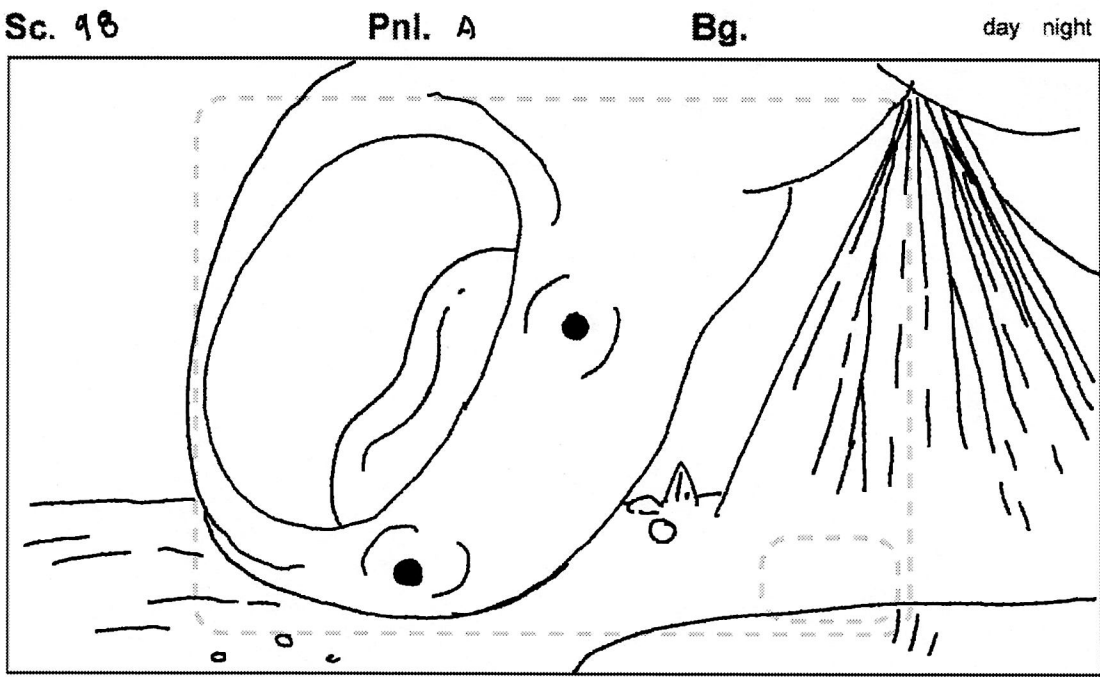
Ⓣ = SCREAMING

Action:

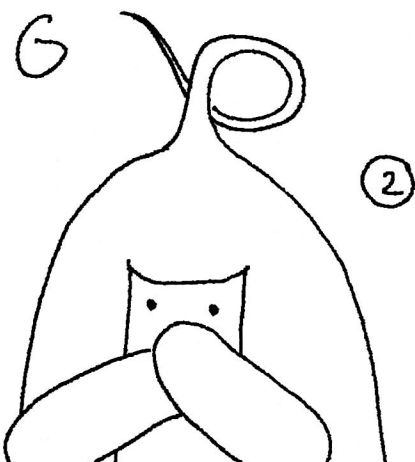
Timing:

EPISODE # 1034-209
Production :

ADVENTURE TIME



Dialog:	(N) : WAILING :
	(SFX) / RAIN FALLING
Action:	
Timing:	



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ADVENTURE TIME

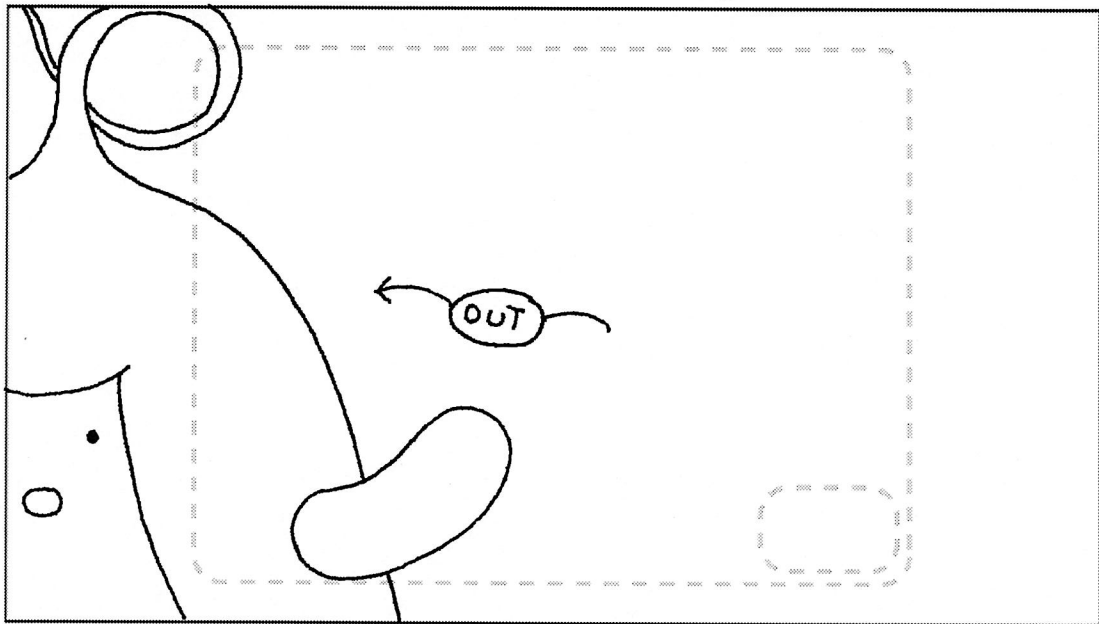


Sc. 99

Pnl. B

Bg.

day night

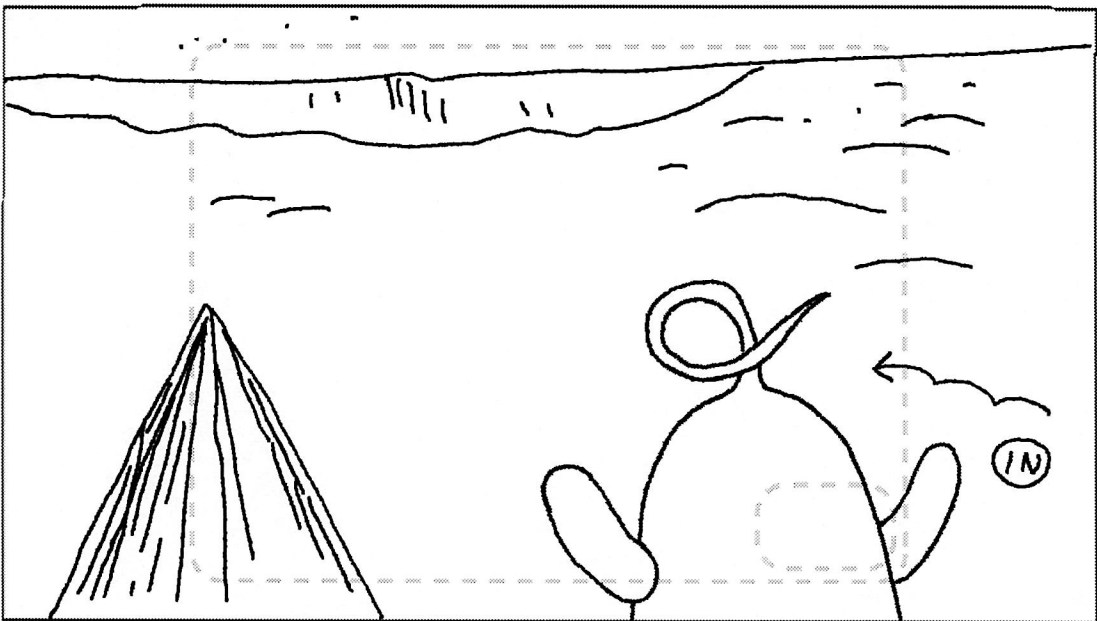


Sc. 100

Pnl. A

Bg.

day night



Dialog:

(SFX) / RAIN FALLING

Action:

Timing:

EPISODE #

1034-209

Production :



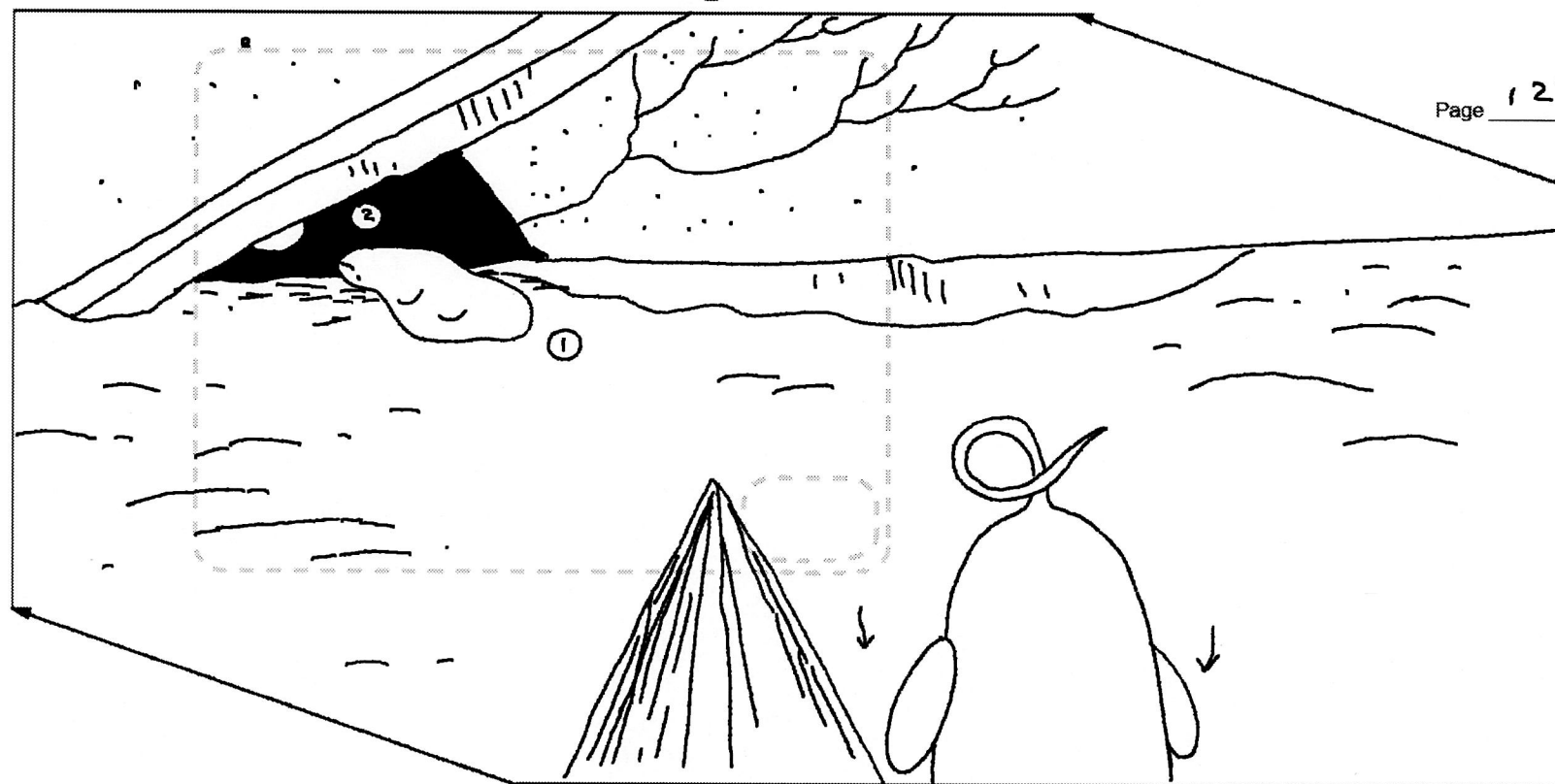
Sc. 100

Pnl. B

Bg.

day night

Page 122



Dialog:

(SFX) / RAIN FALLING

Action:

NEDDY SCAMPERS AWAY.

BONNIE STOPS CHASING.

Timing:

Production :

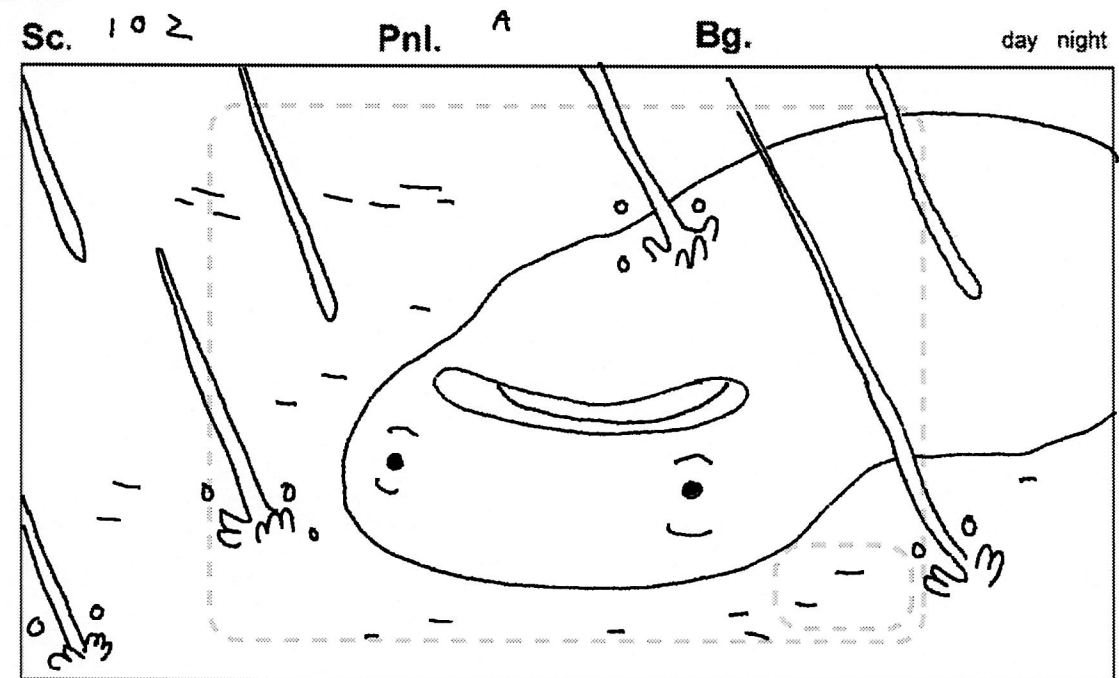
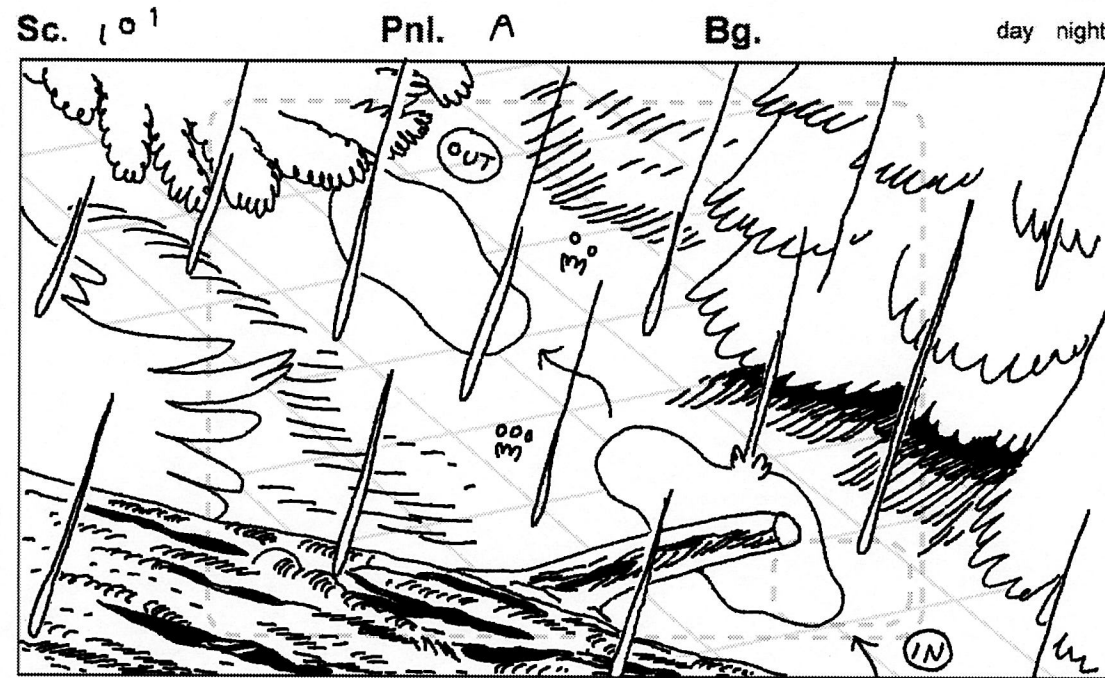
EPISODE #

1034-209

ADVENTURE TIME



Page 123



Dialog:

(SFX) / RAIN FALLING

Action:

* NOT RAINING HARD,
LIKE A SUN SHOWER

Timing:

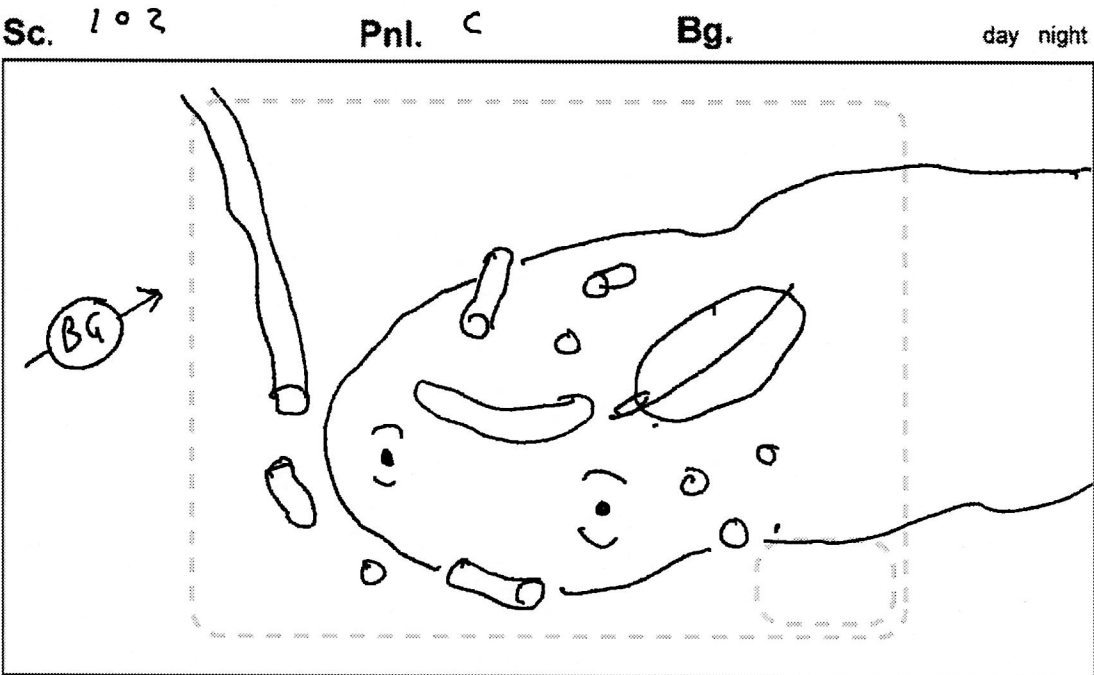
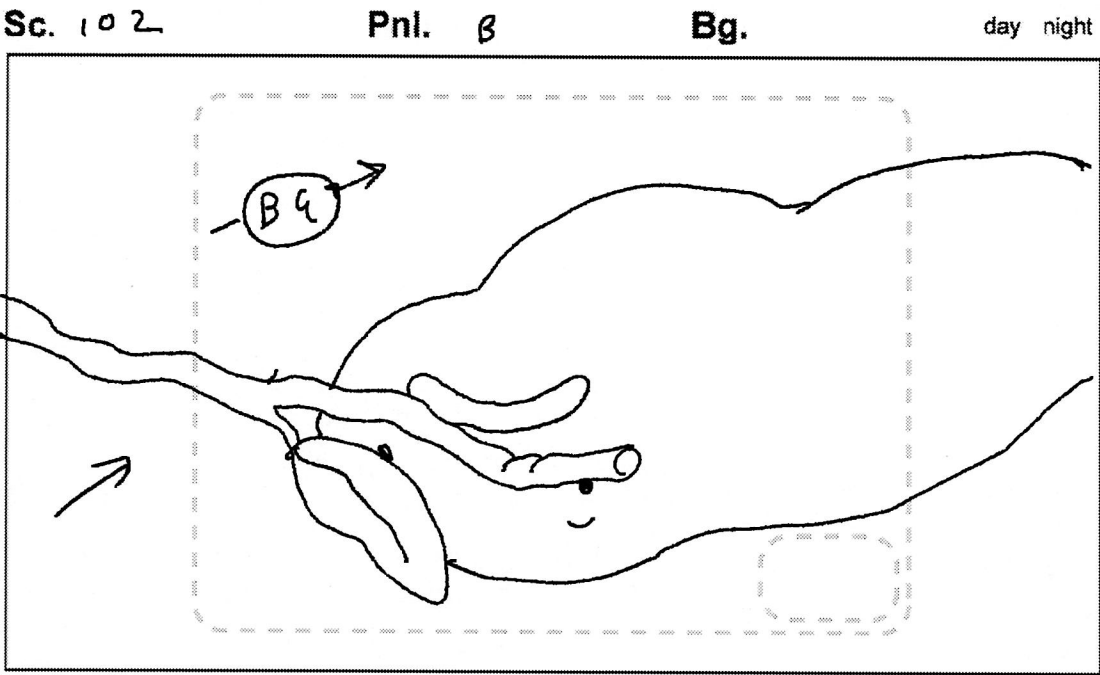
EPISODE #

Production :

1034-209

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ADVENTURE TIME



Dialog:
(SFX) / RAIN FALLING
Action:
(STILL RAINING)
Timing:

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ADVENTURE TIME



Sc. 102 Pnl. 0 Bg. day night

Sc. 103 Pnl. A Bg. day night

Dialog:	(SFX) / RAIN FALLING
Action:	FROM THE WOODS TO THE FIELD.
Timing:	

Production :
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1034-209

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ADVENTURE TIME



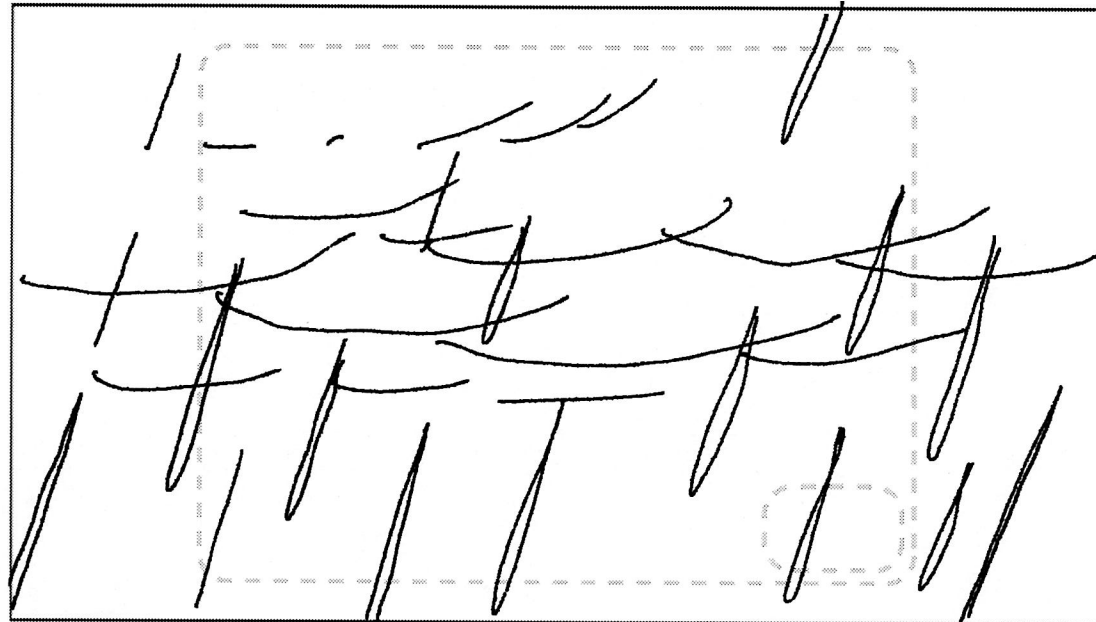
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Sc. 104

Pnl. A

Bg.

day night

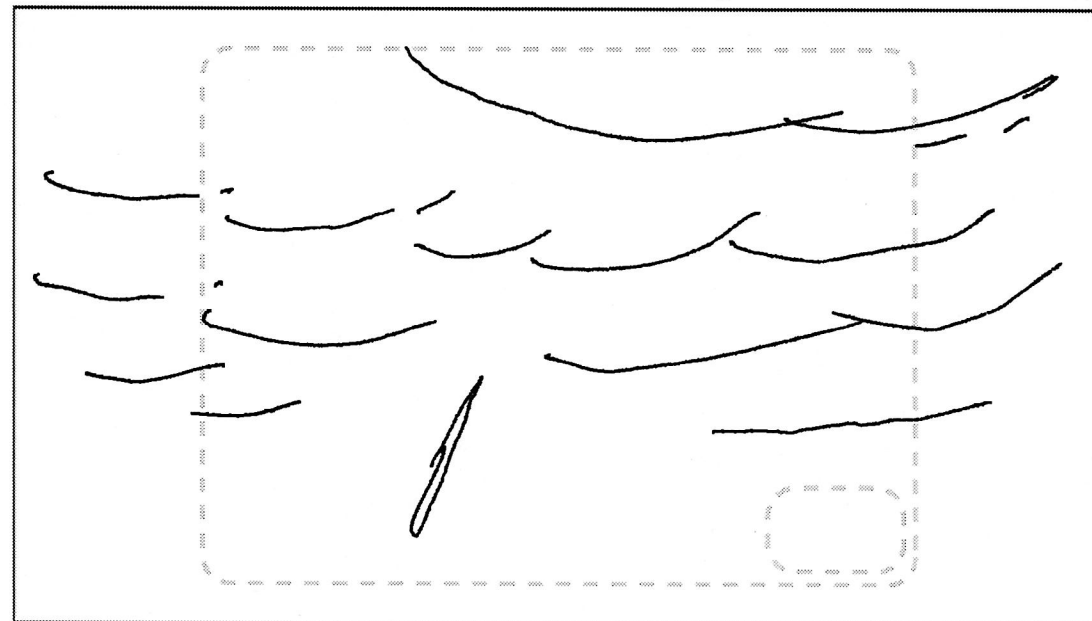


Sc. 104

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

-RAIN SLOWS DOWN.
-NEARLY STOPS.

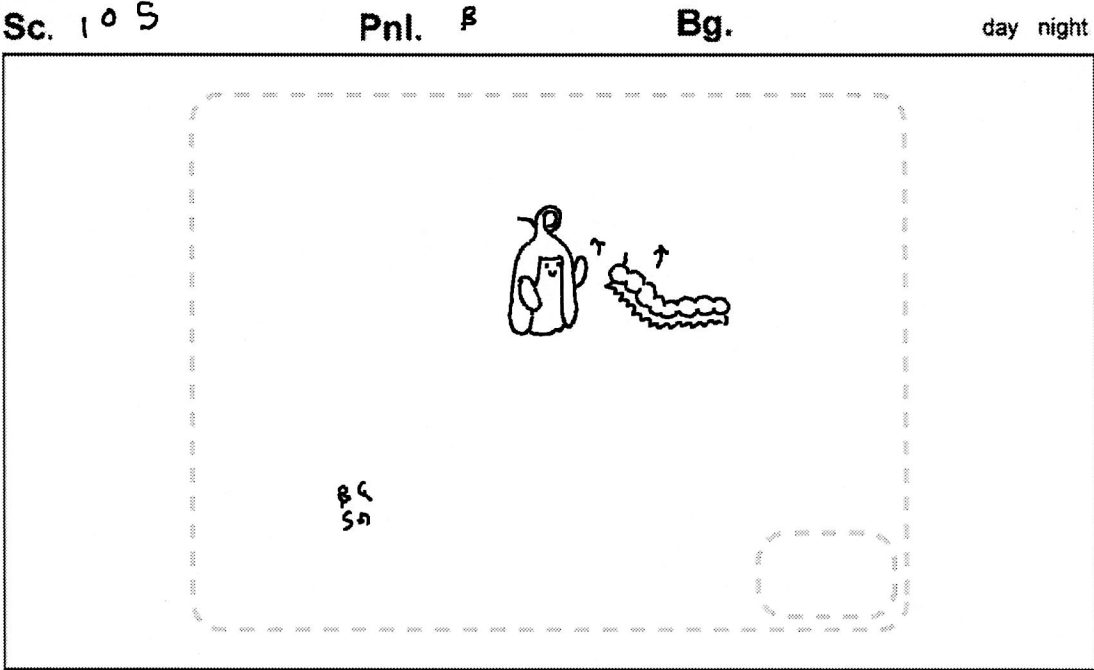
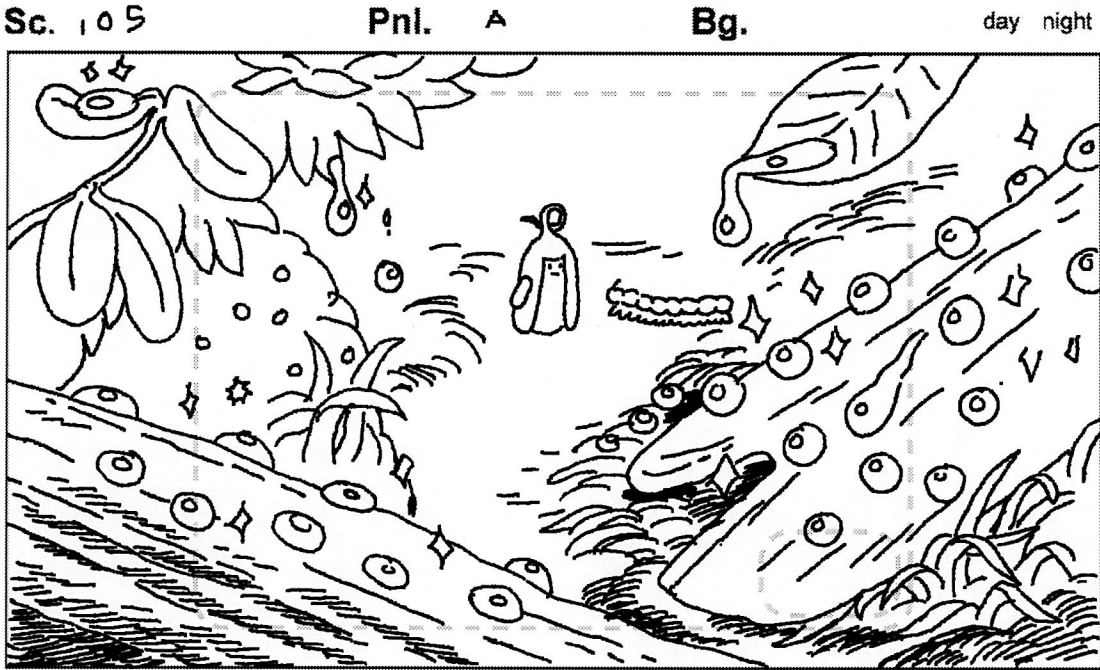
Production :

EPISODE #

1034-209

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ADVENTURE TIME



Dialog:
Action:
Timing:

1034-209

EPISODE #

Production :

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ADVENTURE TIME



Sc. 105 Pnl. c Bg. day night

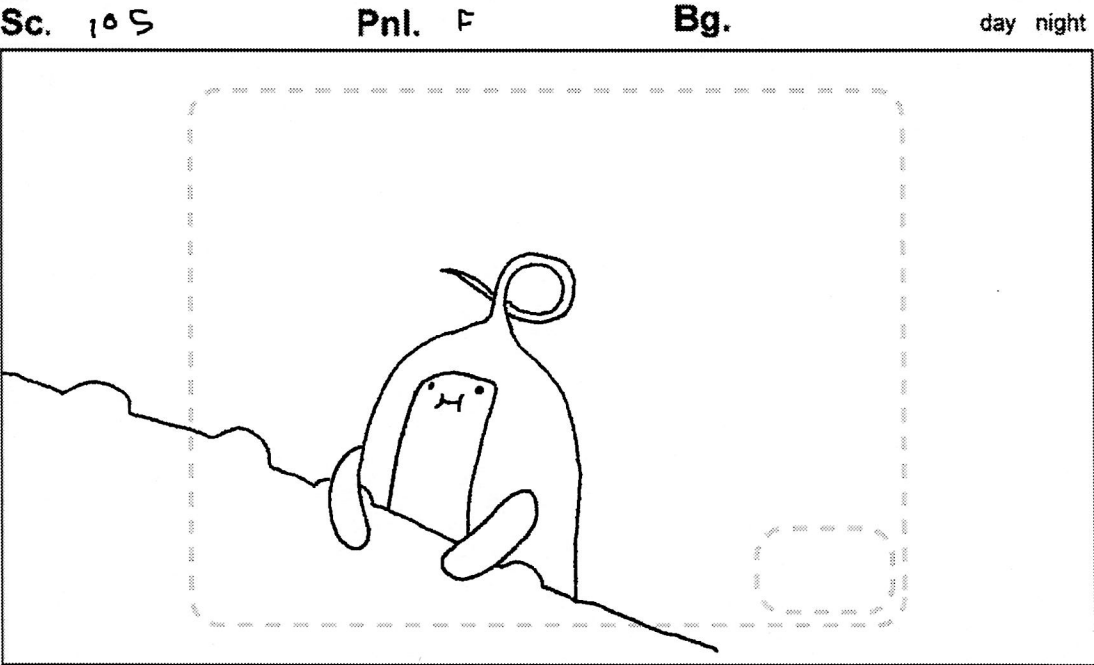
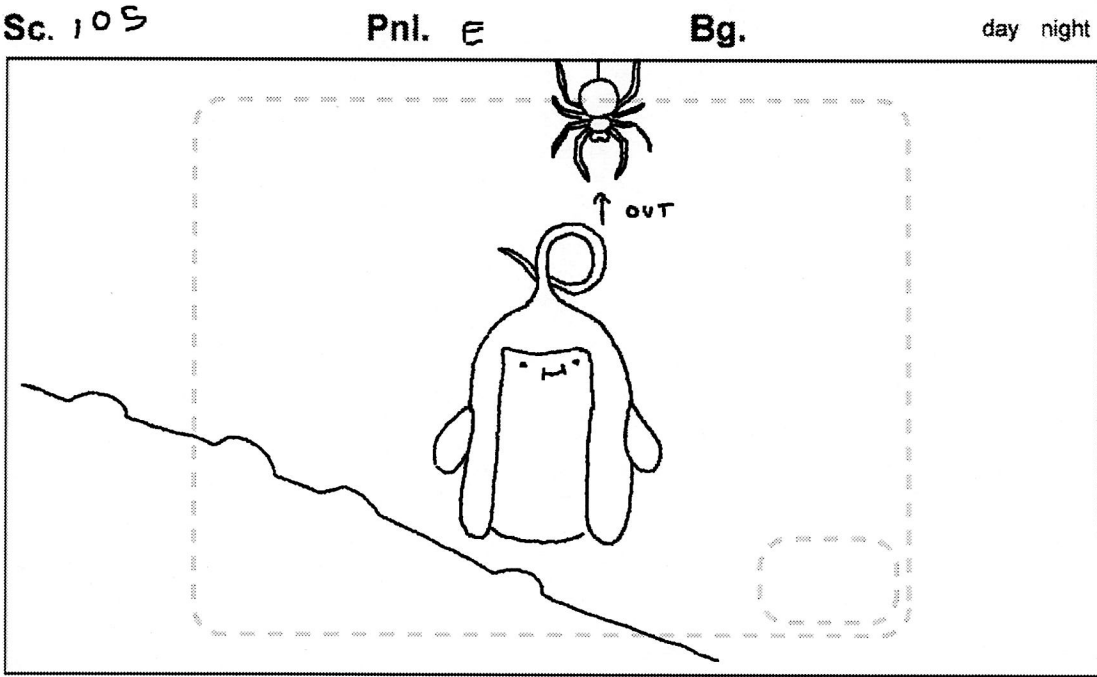
Sc. 105 Pnl. D Bg. day night

Dialog:	
Action:	
Timing:	

EPISODE # 1034-209

Production :

ADVENTURE TIME



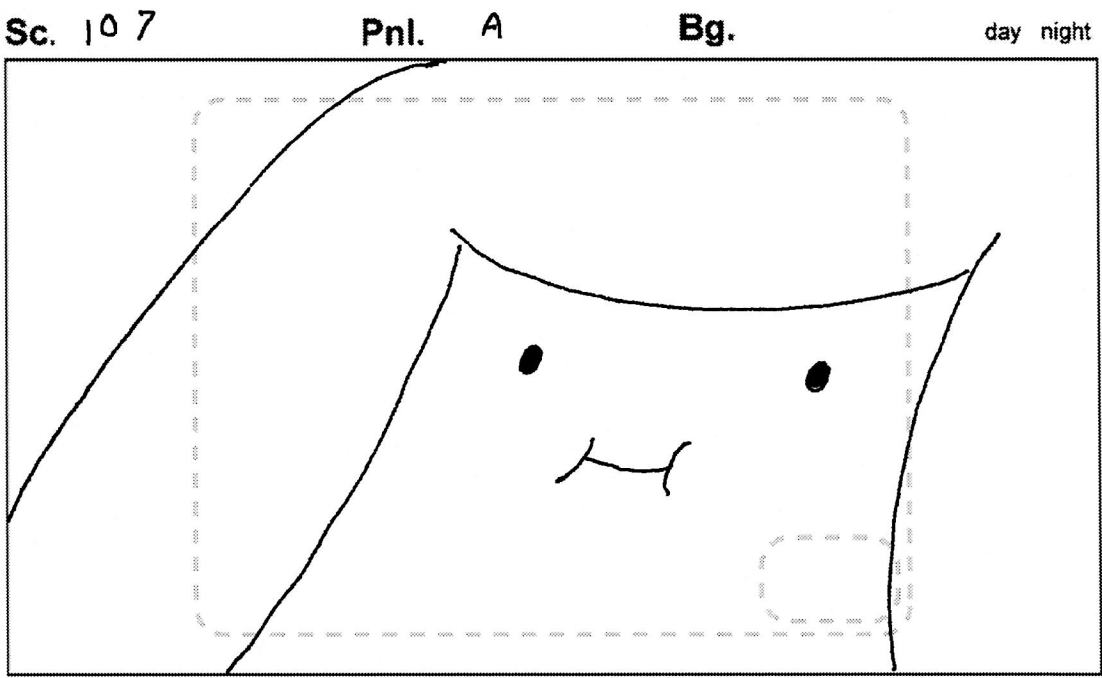
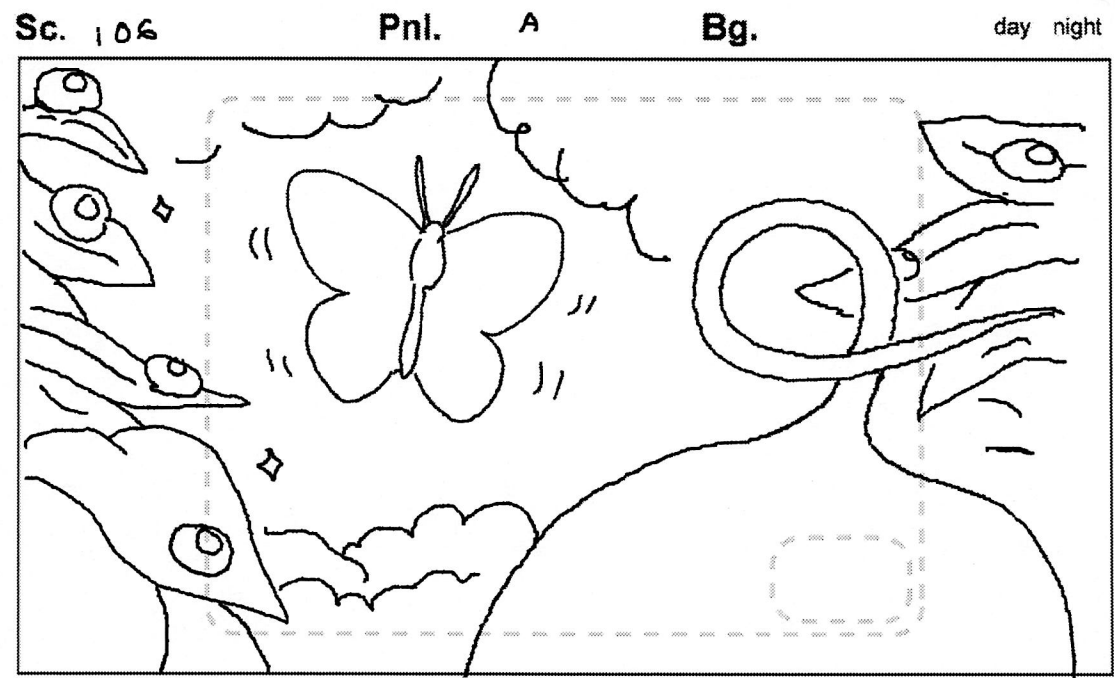
Dialog:
Action:
Timing:

EPISODE # 1034-209

Production :

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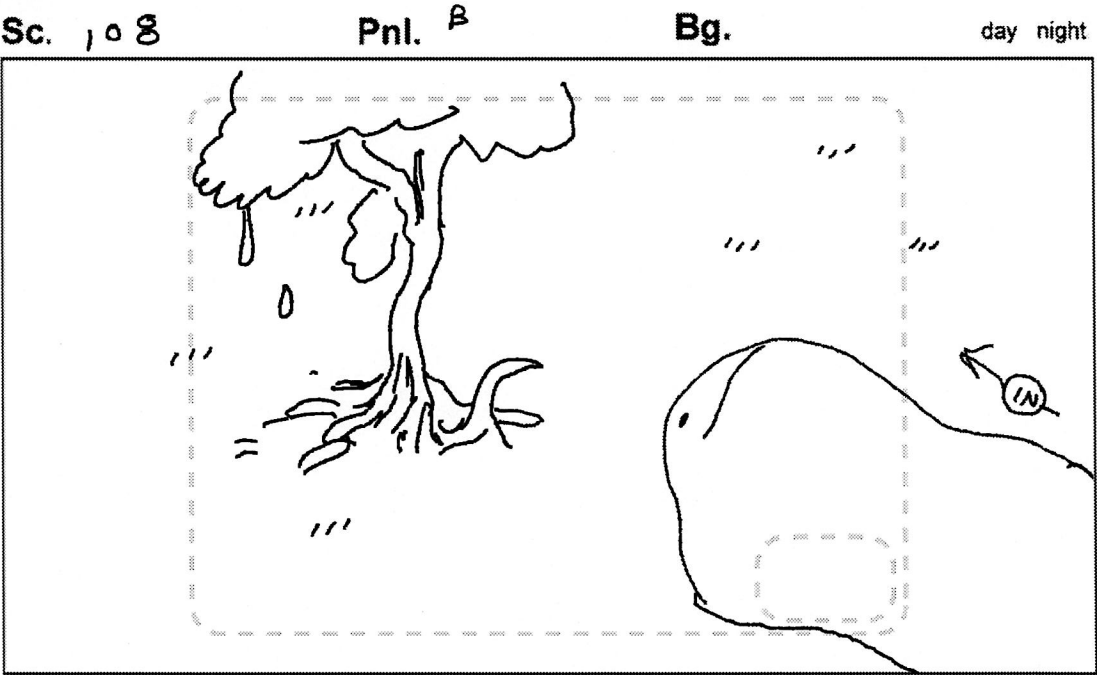
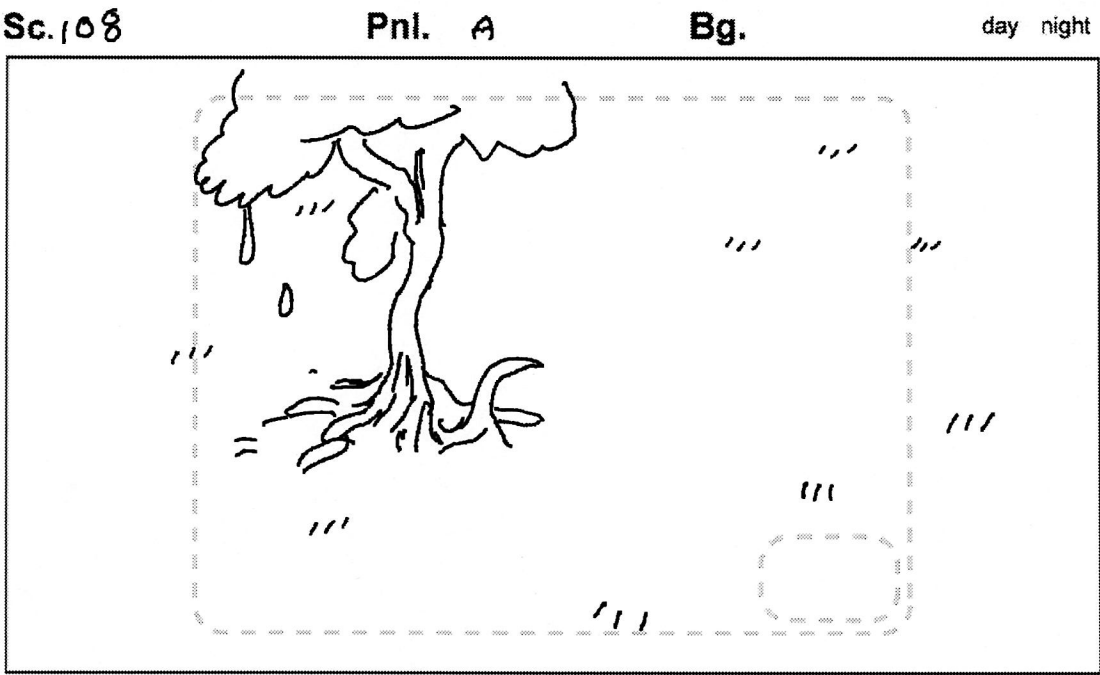
ADVENTURE TIME



Dialog:
Action: SEES A BUTTERFLY.
Timing:

EPISODE # 1034-209
Production :

ADVENTURE TIME



Dialog:
Action:
BABY CANDY KINGDOM TREE.
Timing:

1034-209
EPISODE #
Production :

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ADVENTURE TIME



Sc. 108

Pnl. c

Bg.

day night

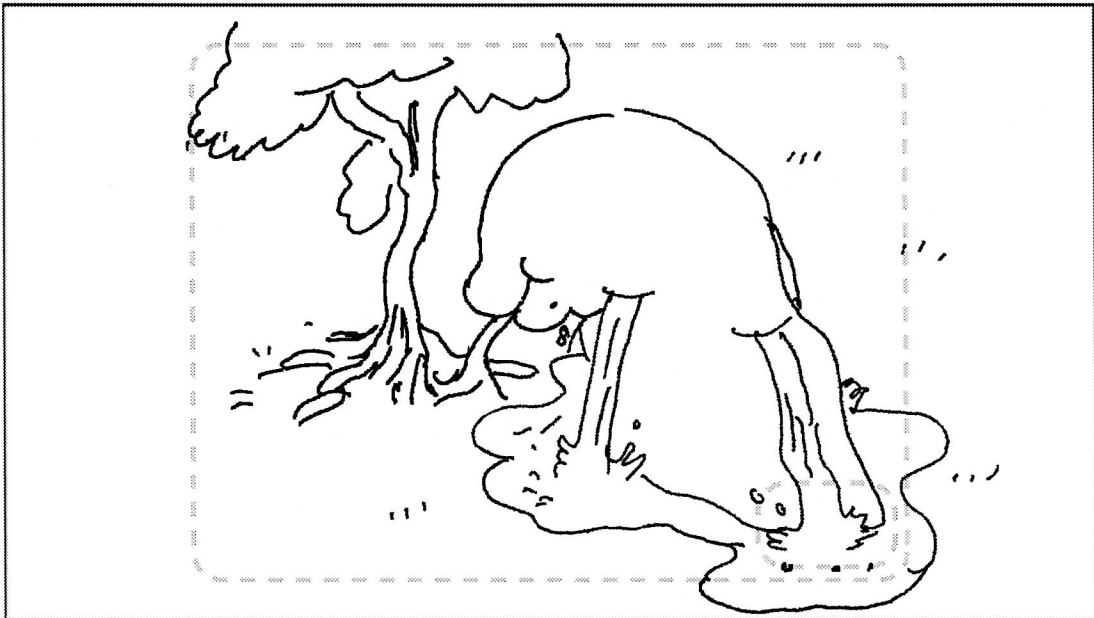


Sc. 108

Pnl. D

Bg.

day night



Dialog:

Action:

STARTS SUCKIN' !!!

THIS IS SO GROSS.

Timing:

Production :

EPISODE #

1034-209

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ADVENTURE TIME



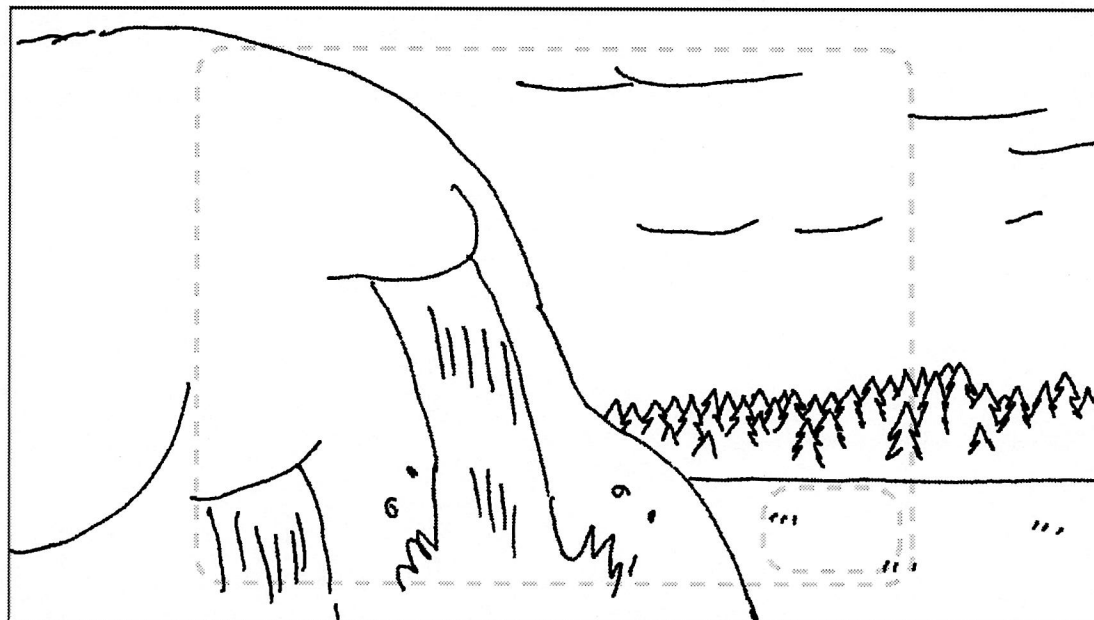
Page 133

Sc. 109

Pnl. A

Bg.

day night

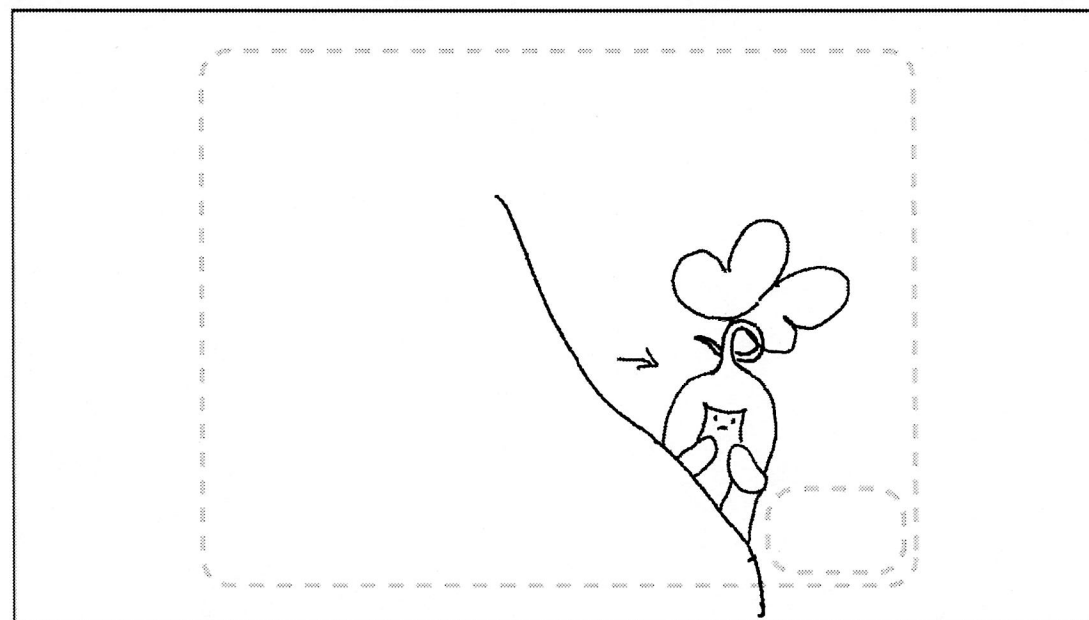


Sc. 109

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

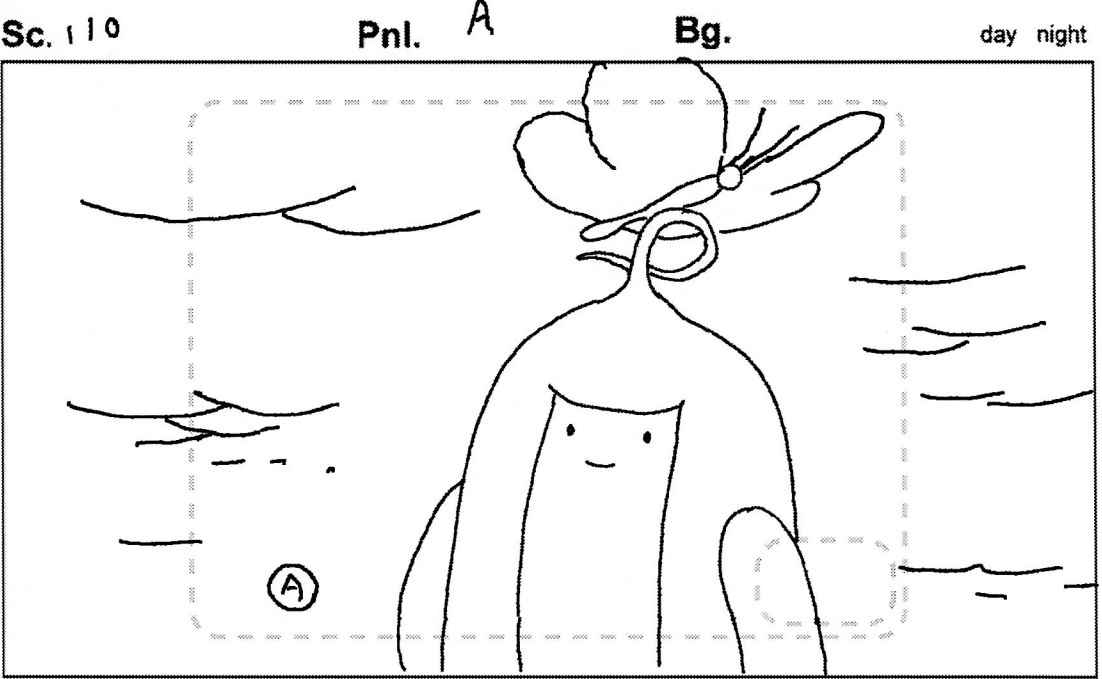
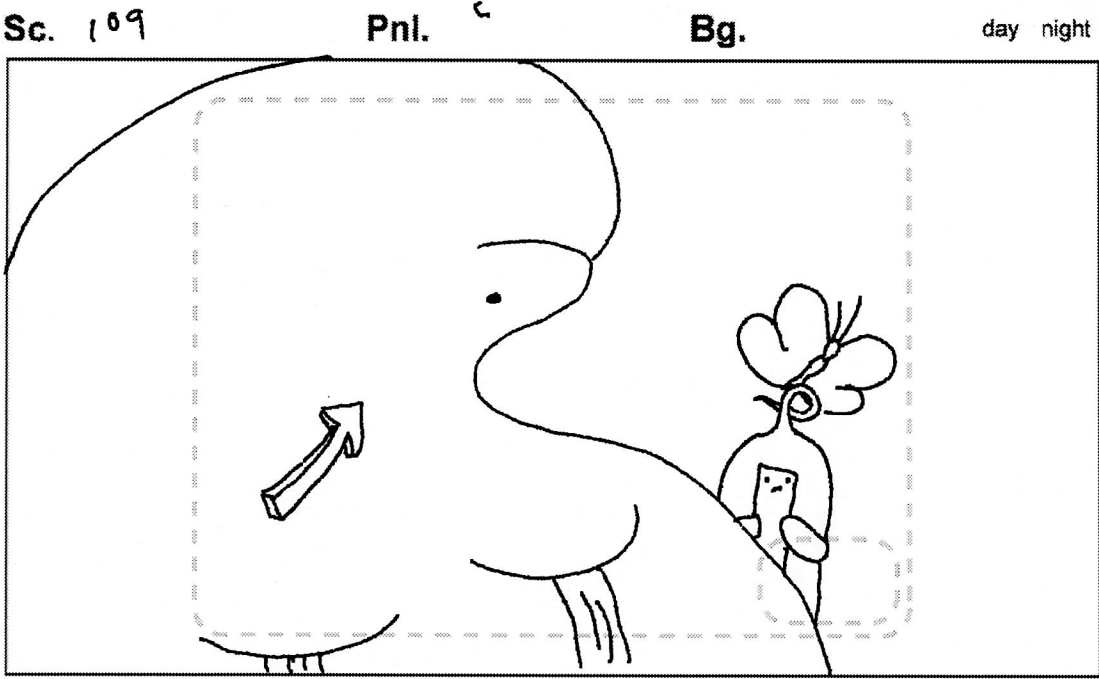
1034-209

EPISODE #

Production :

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ADVENTURE TIME



Dialog:

Action:

Timing:



EPISODE # 1034-209

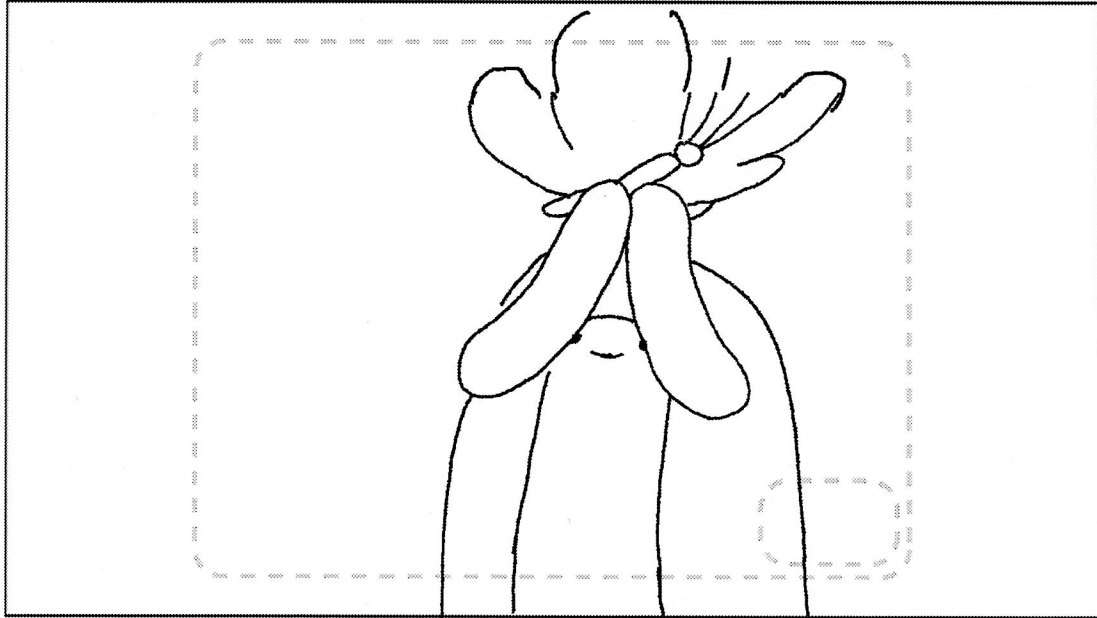
Production :

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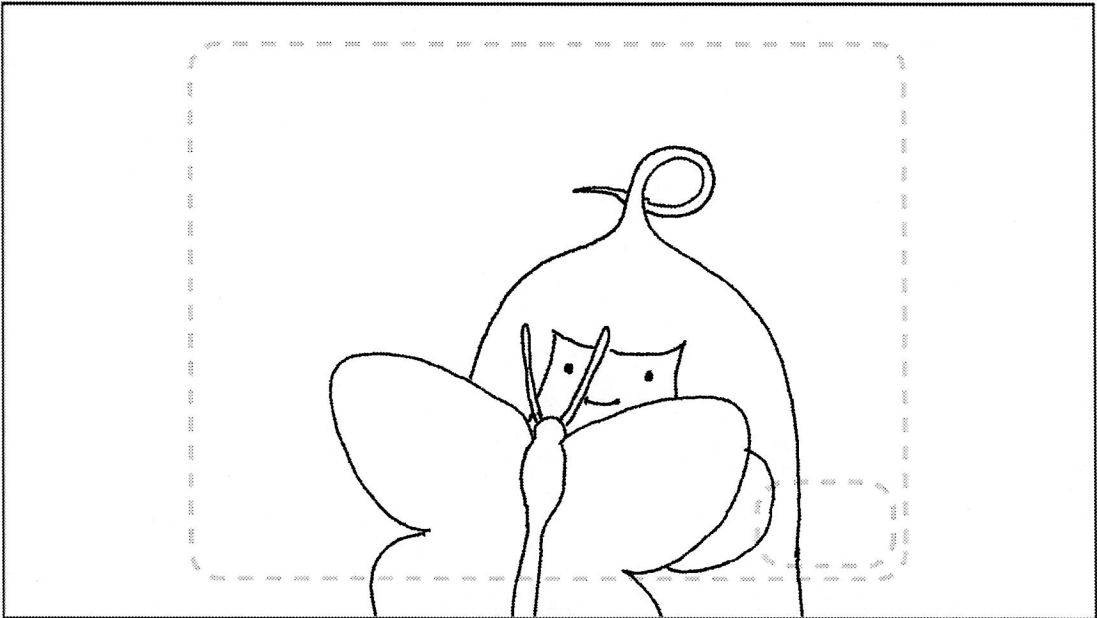
ADVENTURE TIME



Sc. 110 Pnl. B Bg. day night



Sc. 110 Pnl. C Bg. day night



Dialog:
Action:
Timing:

SHOWS BUTTERFLY.

EPISODE # 1034-209
Production :

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ADVENTURE TIME

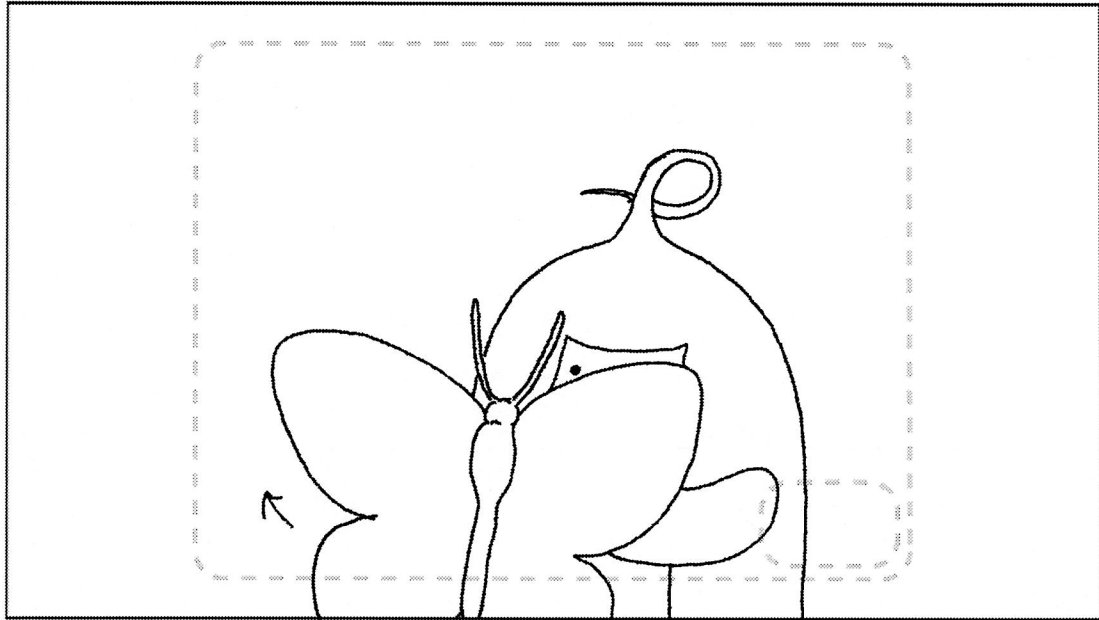


Sc. 110

Pnl. D

Bg.

day night

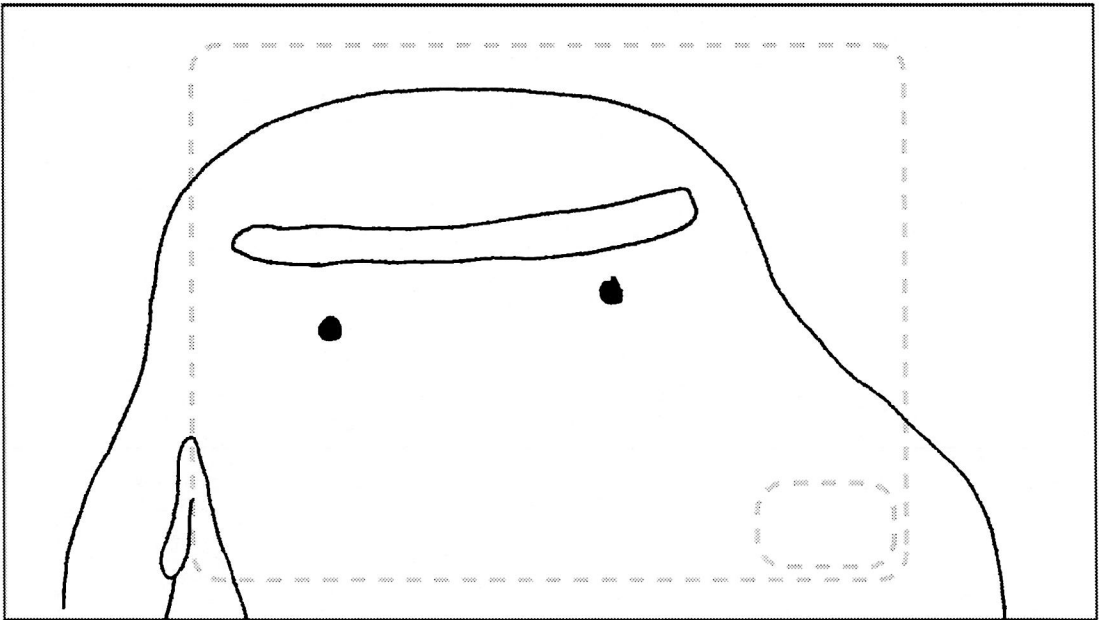


Sc. 111

Pnl. A

Bg.

day night



Dialog:

Action:

S. P.

Timing:

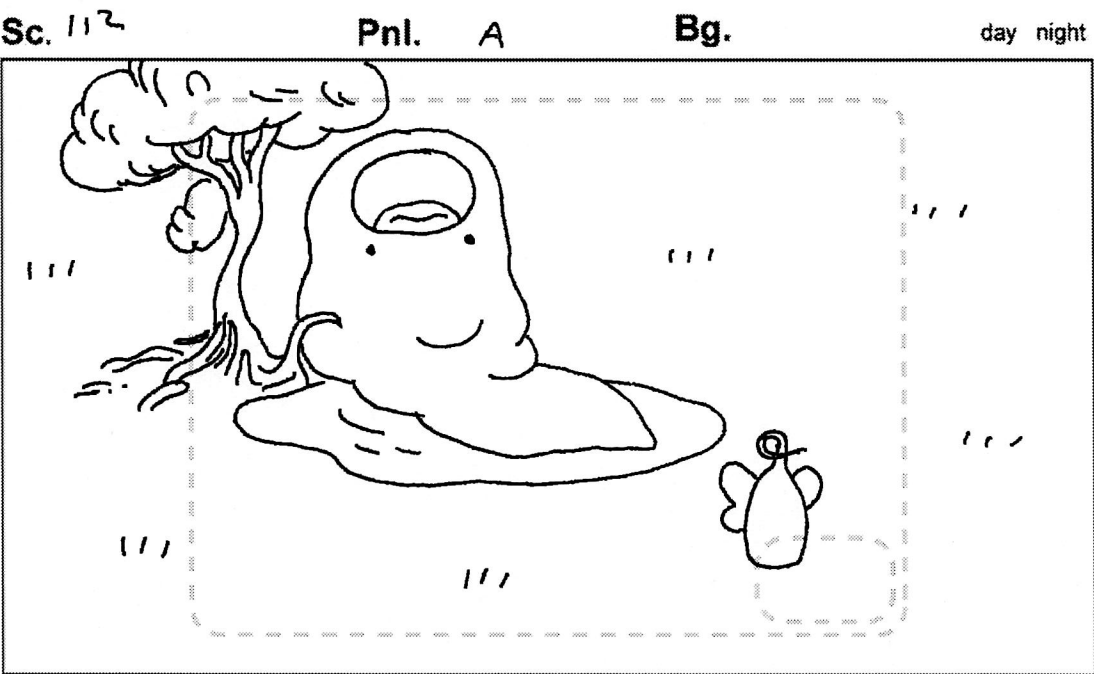
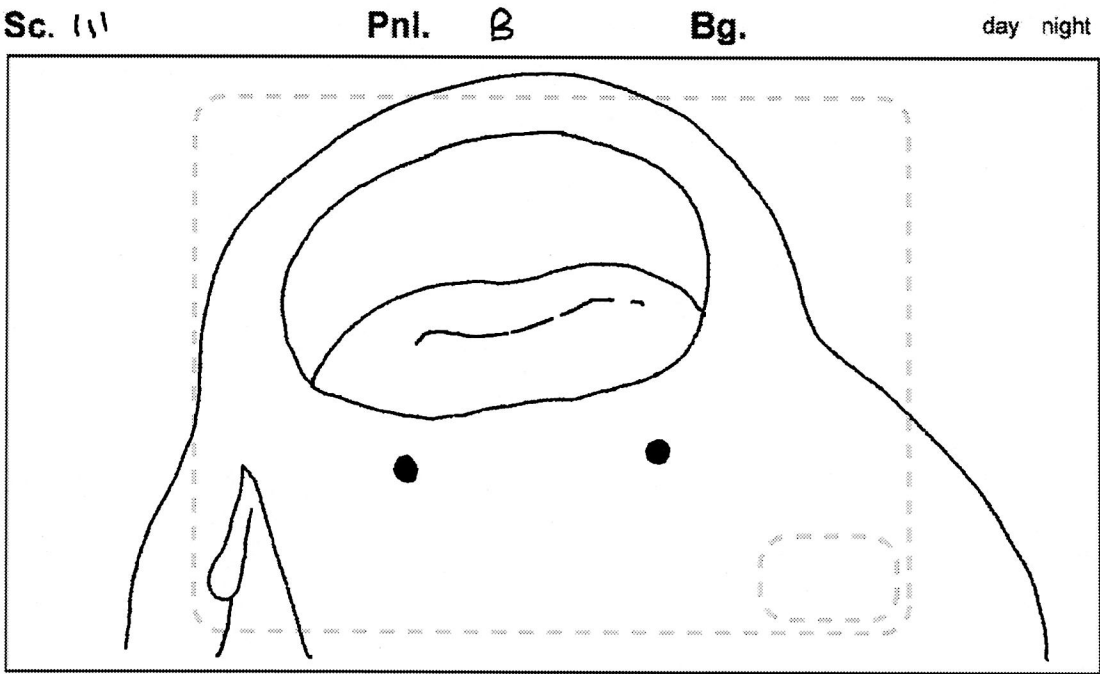
1034-209

EPISODE #

Production :

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ADVENTURE TIME

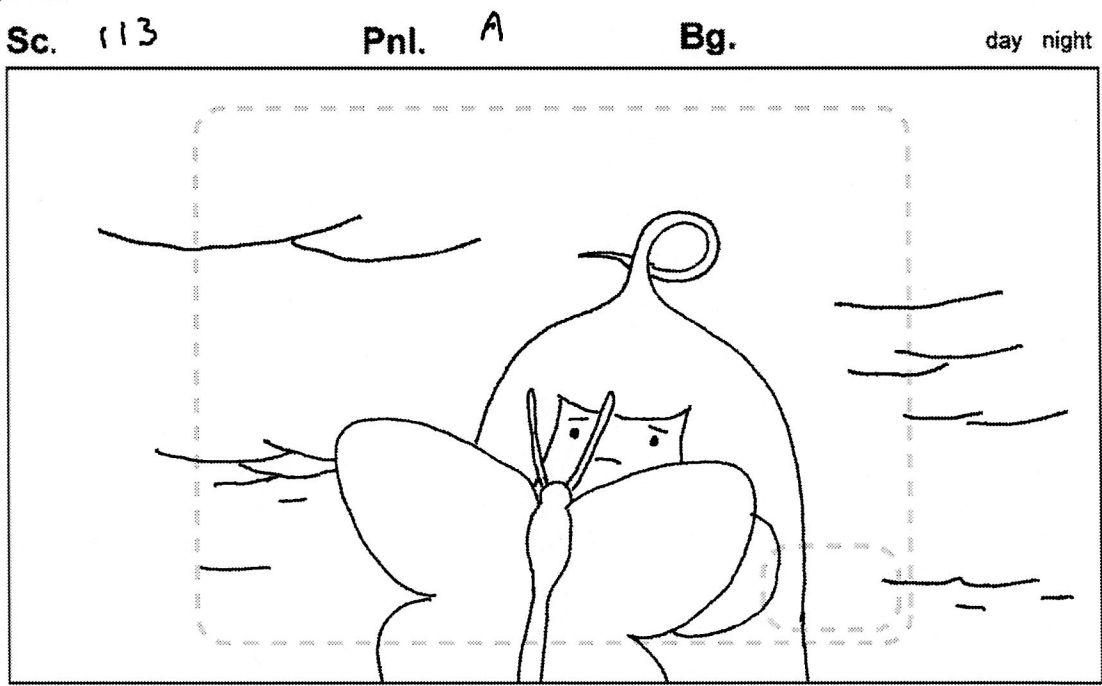
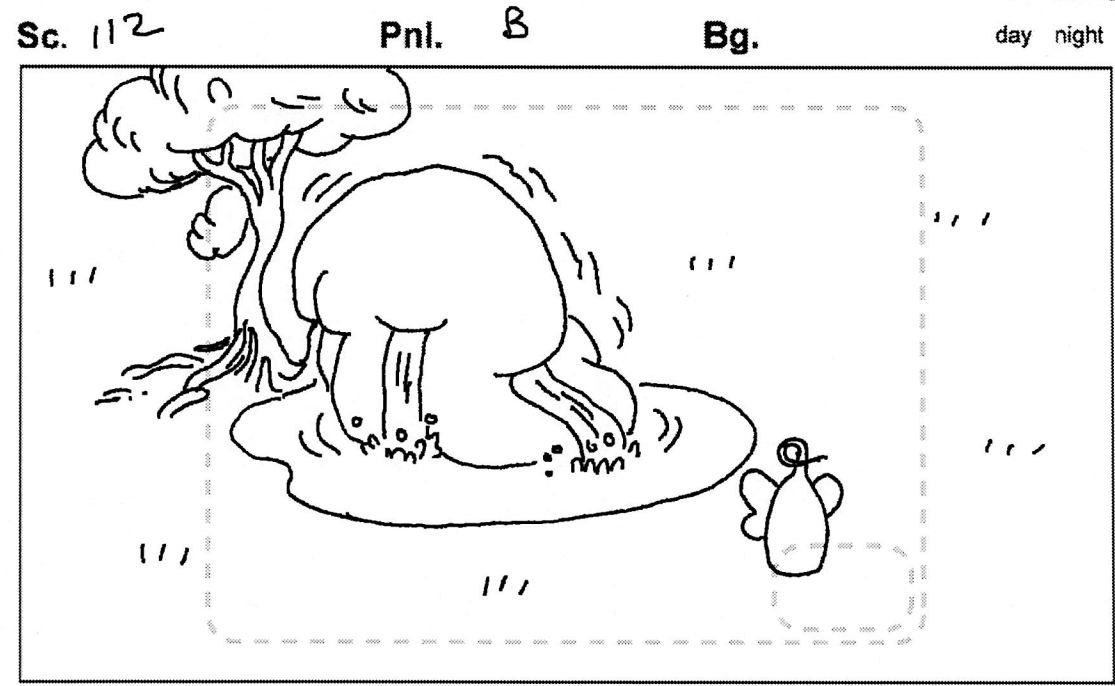


Dialog:
Ⓟ = SCREAMS =
Action:
Timing:

1034-209
EPISODE #
Production :

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ADVENTURE TIME



Dialog:	
Action:	DESPERATELY SUCKIN', AND SHAKIN'. HE'S A SUCKIN' WRECK!
Timing:	

EPISODE # 1034-209
Production :

ADVENTURE TIME

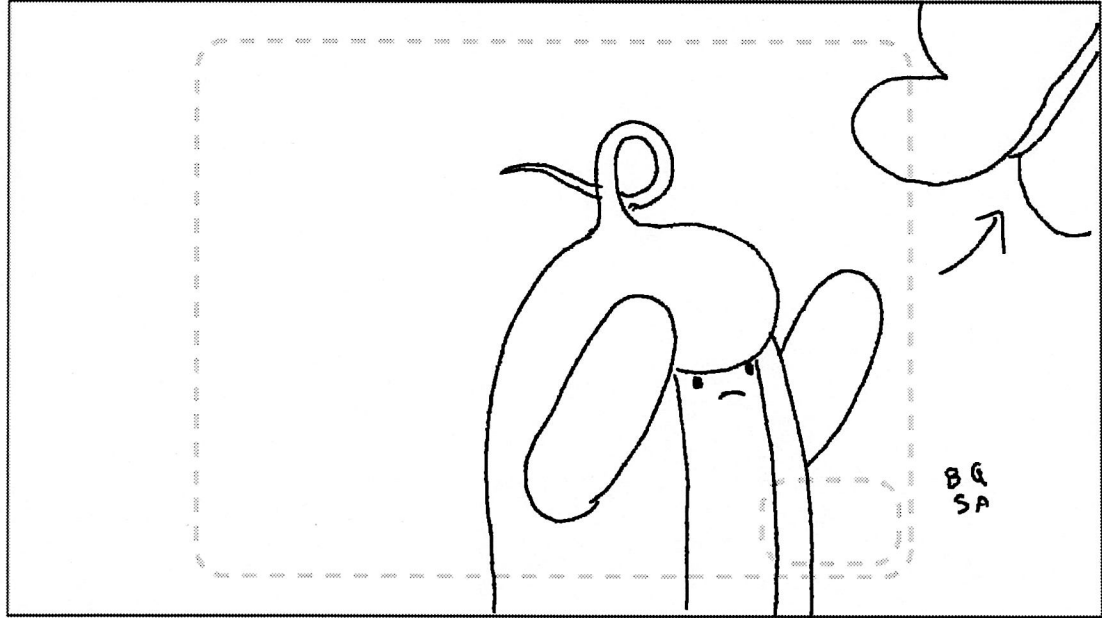


Sc. 113

Pnl. β

Bg.

day night

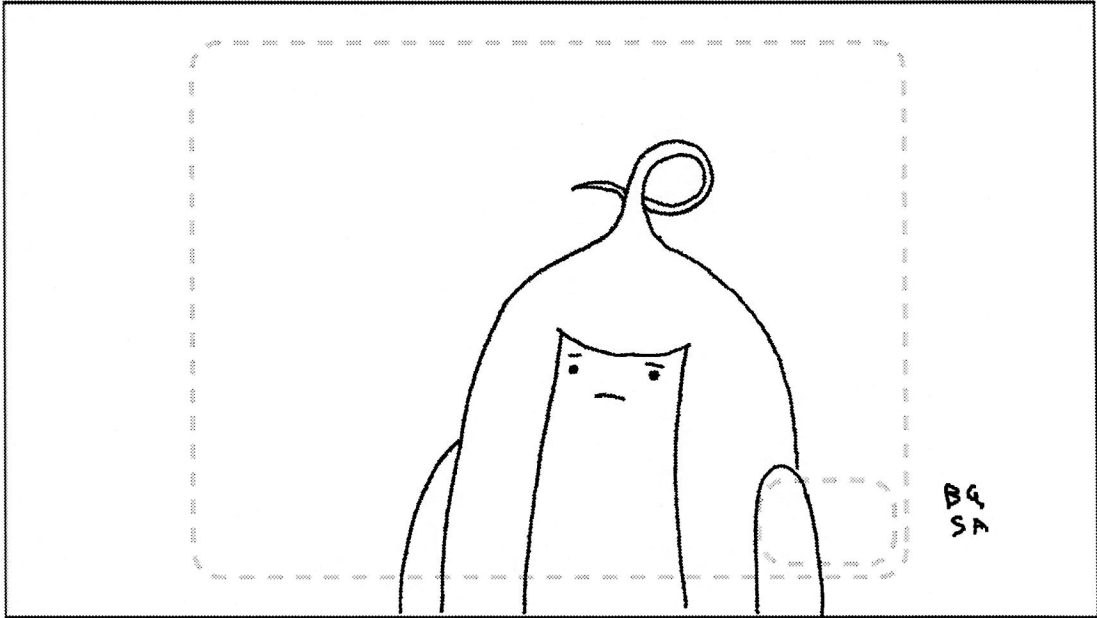


Sc. 113

Pnl. c

Bg.

day night



Dialog:

Action:

Timing:

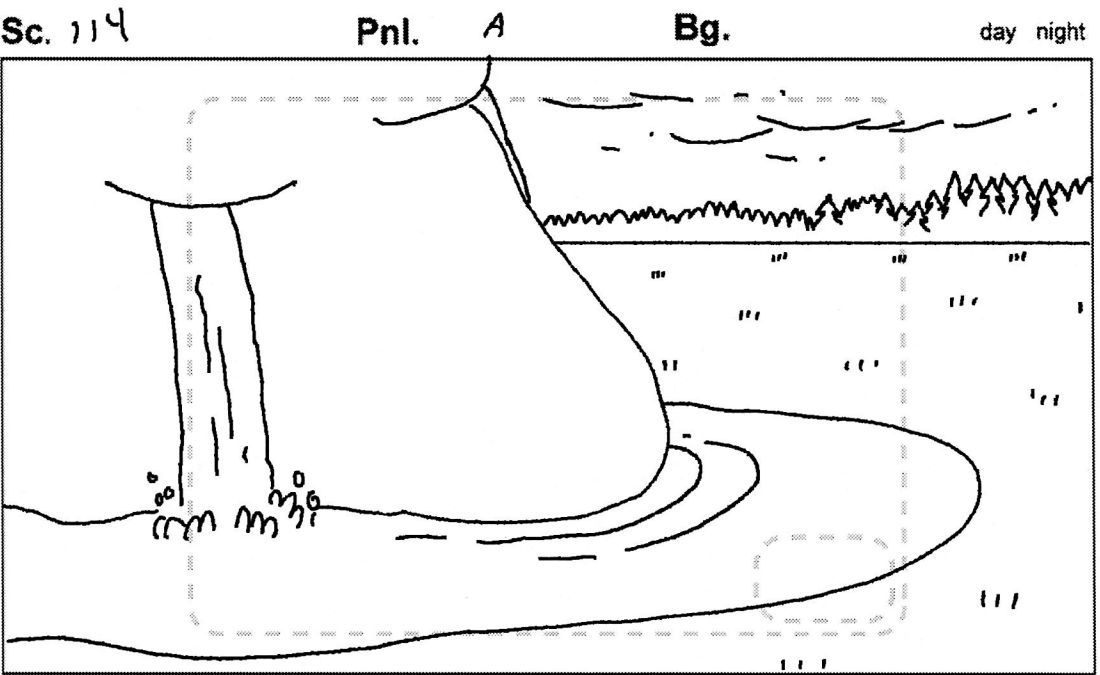
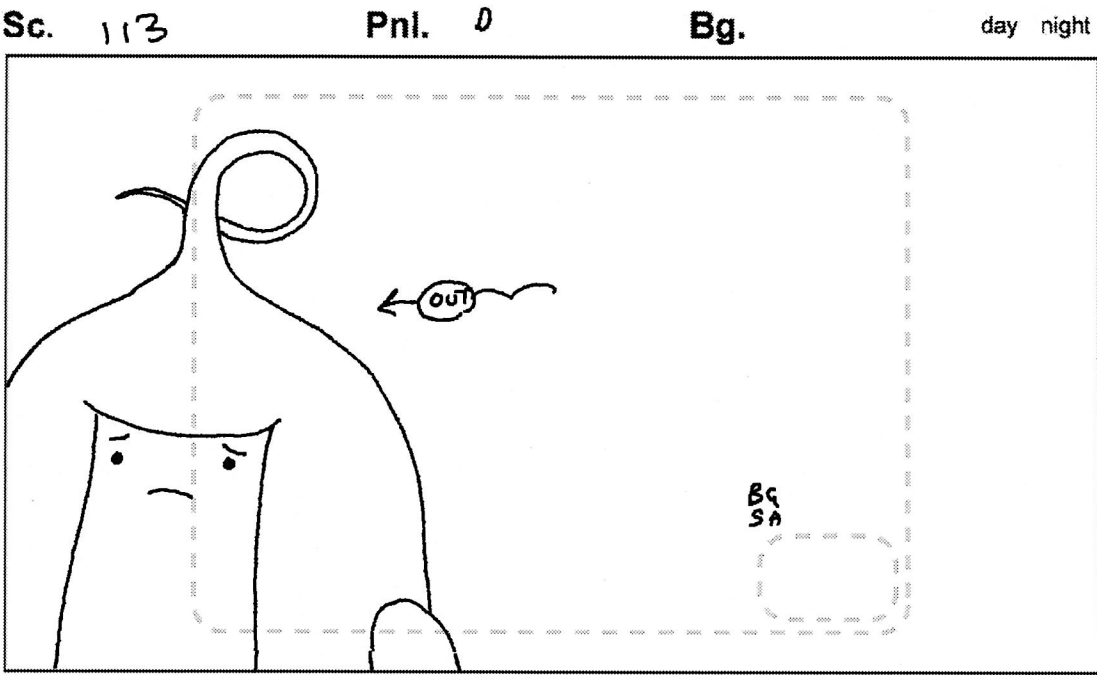
1034-209

EPISODE #

Production :

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ADVENTURE TIME

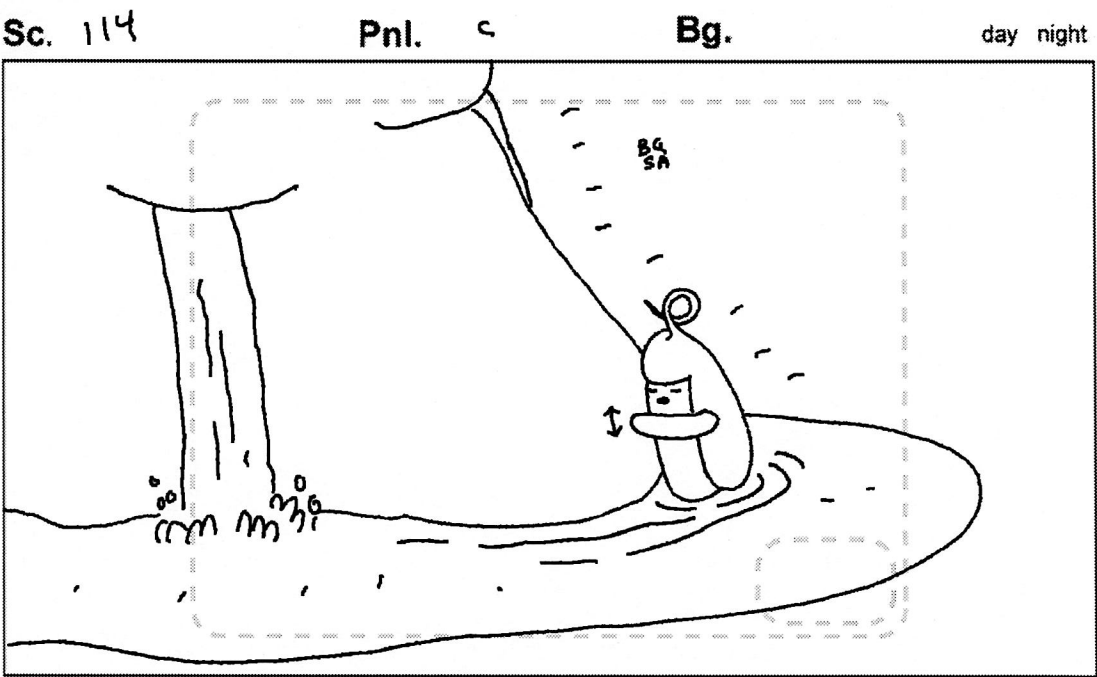
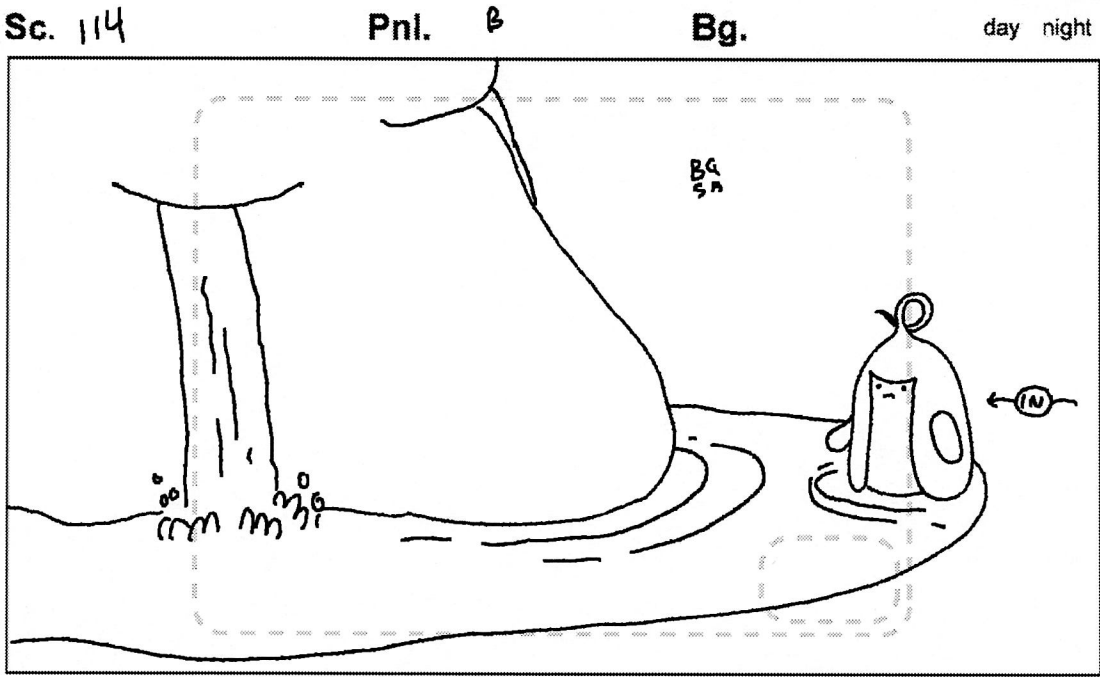


Dialog:
Action:
Timing:

EPISODE # 1034-209
Production :

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ADVENTURE TIME

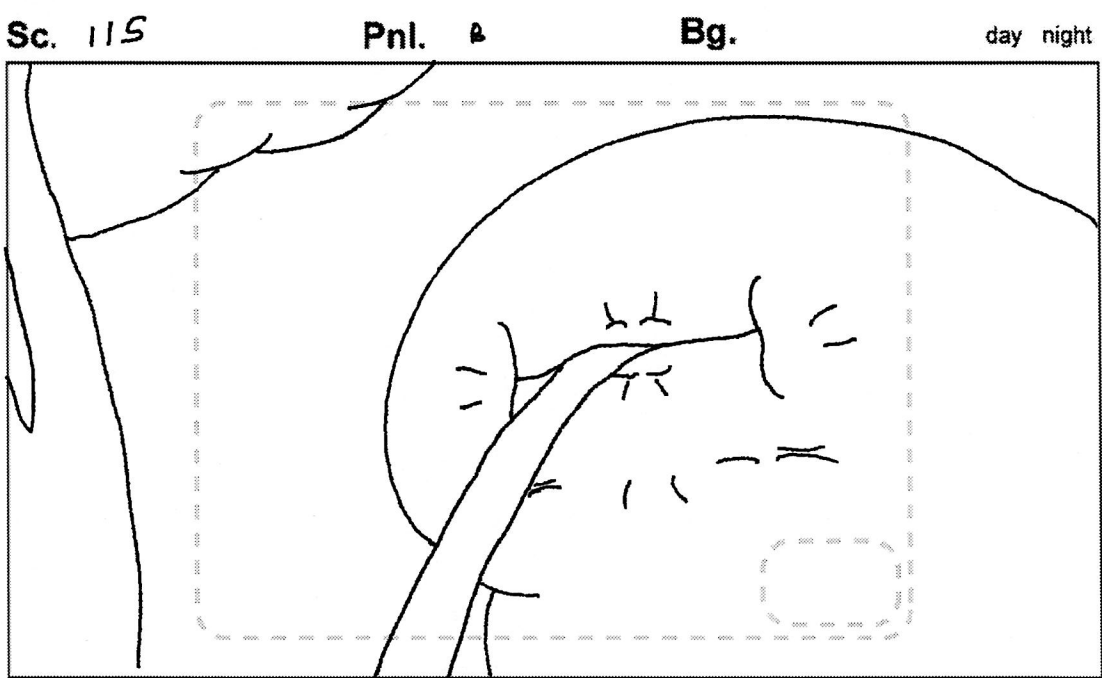
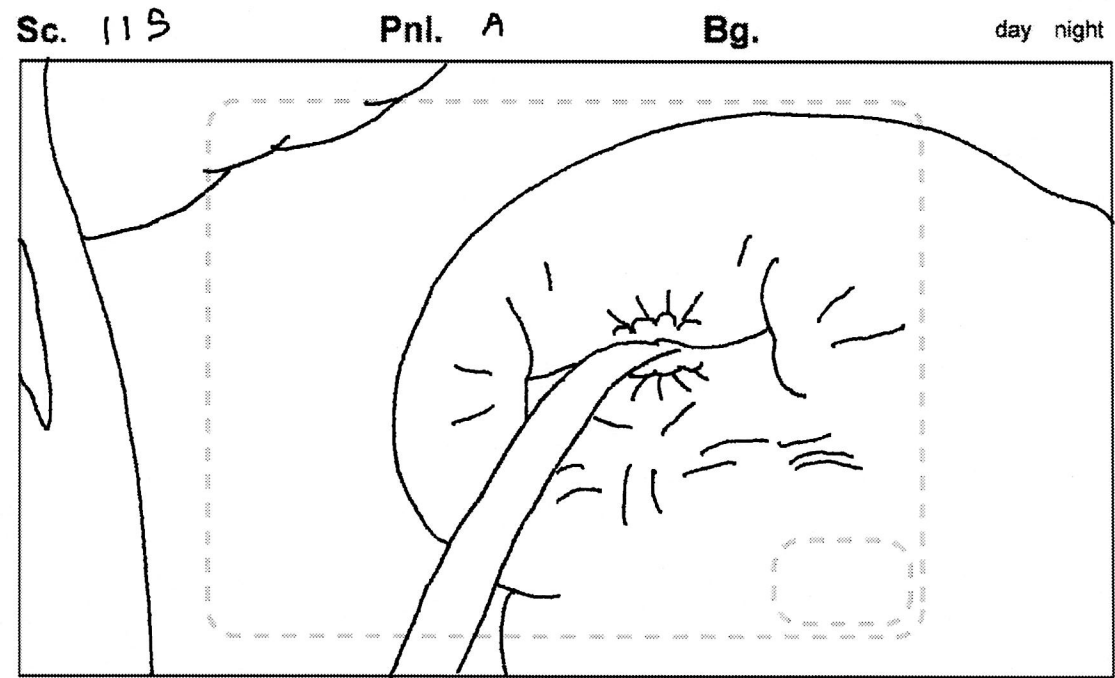


Dialog:	(P B SINGING.)
Action:	- RUBS HIM SOOTHINGLY. - THEY BOTH START GLOWING PINK.
Timing:	

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Production :

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ADVENTURE TIME

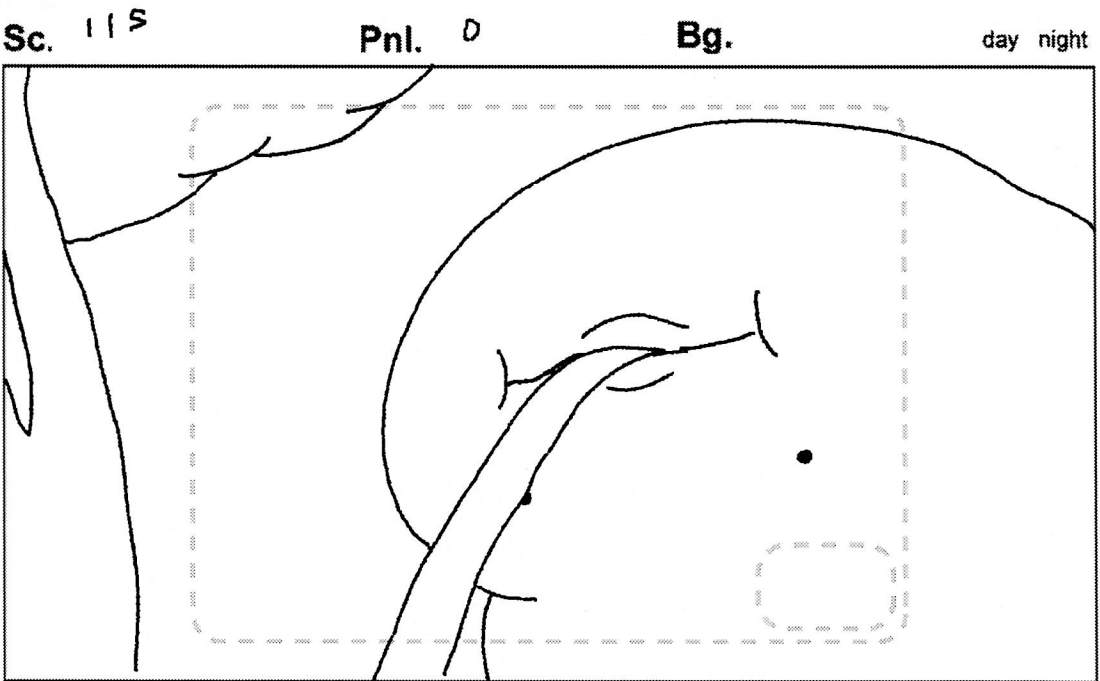
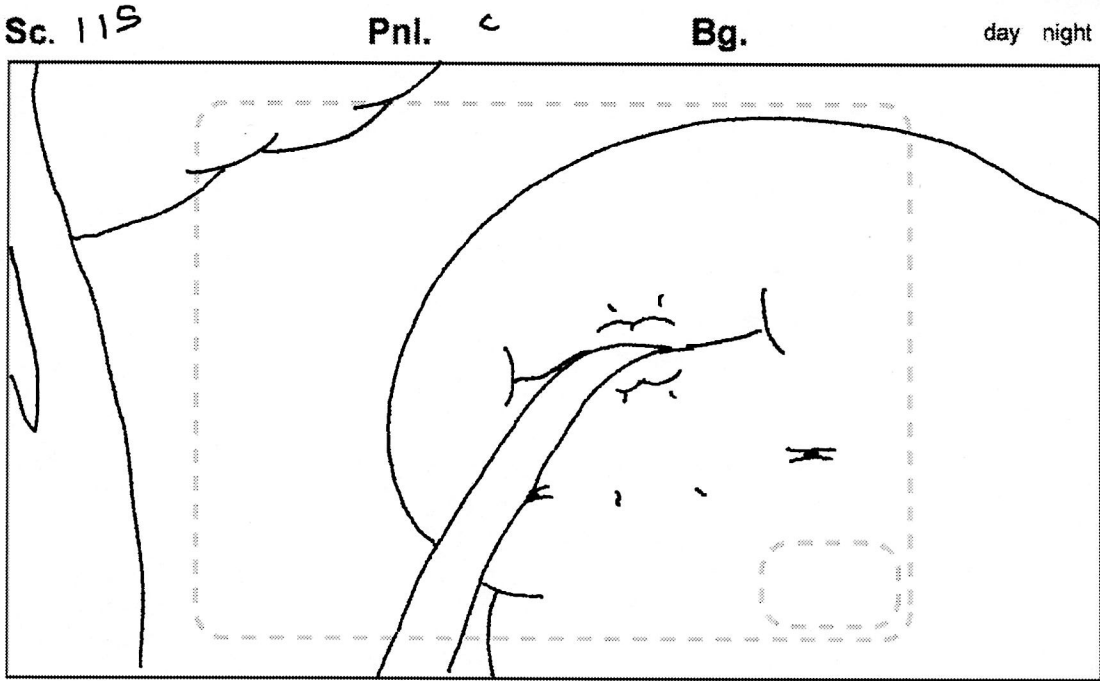


Dialog:	(P B SINGING.)
Action:	SO TENSE! (STILL SUCKING THROUGHOUT THIS SCENE.) GLOWING RELAXING ...
Timing:	

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Production :

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ADVENTURE TIME

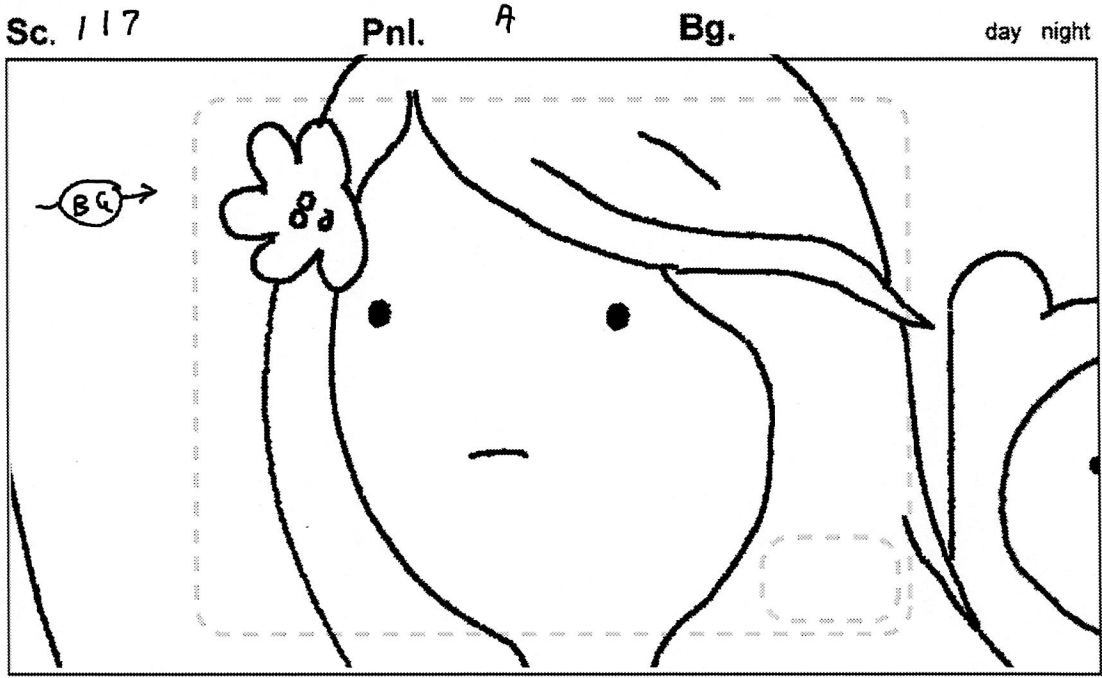
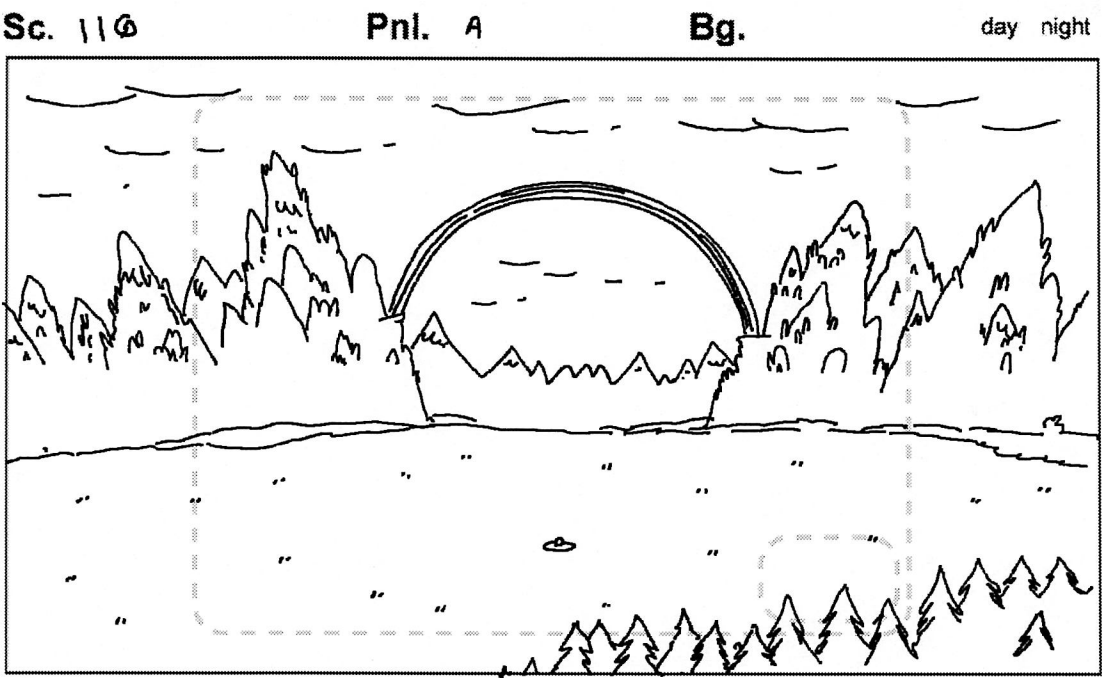


Dialog:
(P B SINGING.)
Action:
RELAXING ... RELAXED
Timing:

Production :
EPISODE #
1034-209

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ADVENTURE TIME



Dialog:	(P B SINGING.)	
Action:	<ul style="list-style-type: none">- POST-RAIN RAINBOW- CANDY KINGDOM SANS CANDY KINGDOM.- GLOWING IN THE CENTER.	= BEAT =
Timing:		

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Production :

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ADVENTURE TIME

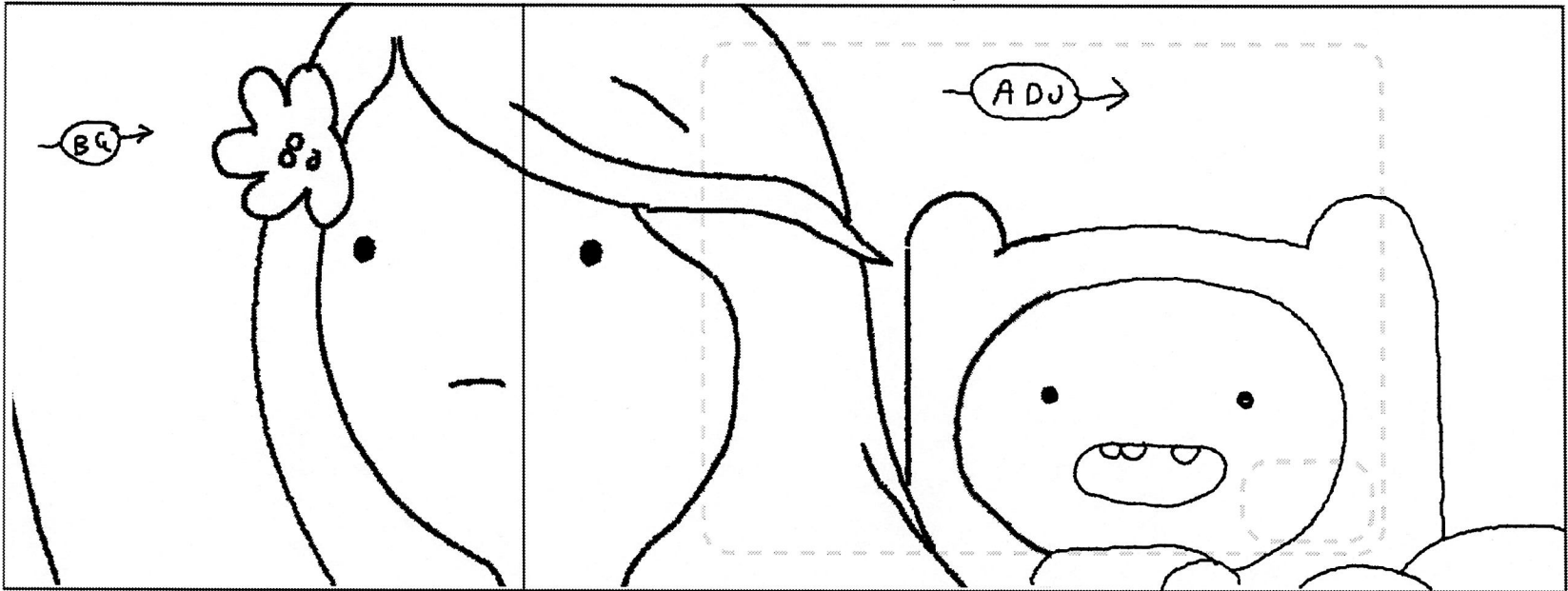


Sc. 117

Pnl. 3

Bg.

day night



Dialog:

@ S'PRETTY QUIET, HUH!!!

Action:

Timing:

EPISODE # 1034-209
Production :

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ADVENTURE TIME



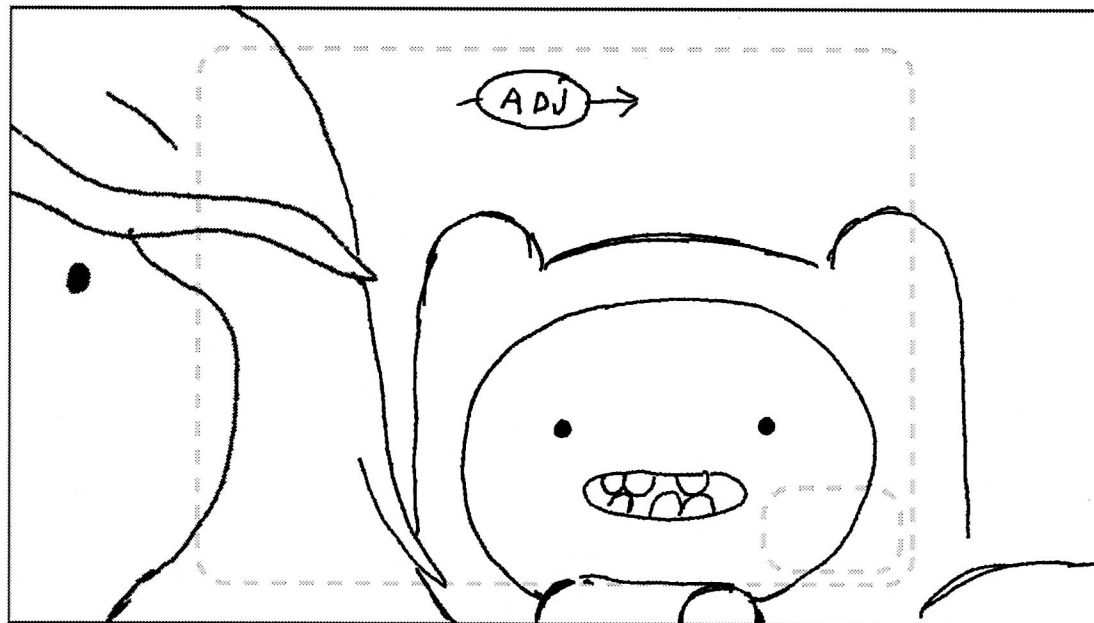
Page 146

Sc. 117

Pnl. C

Bg.

day night

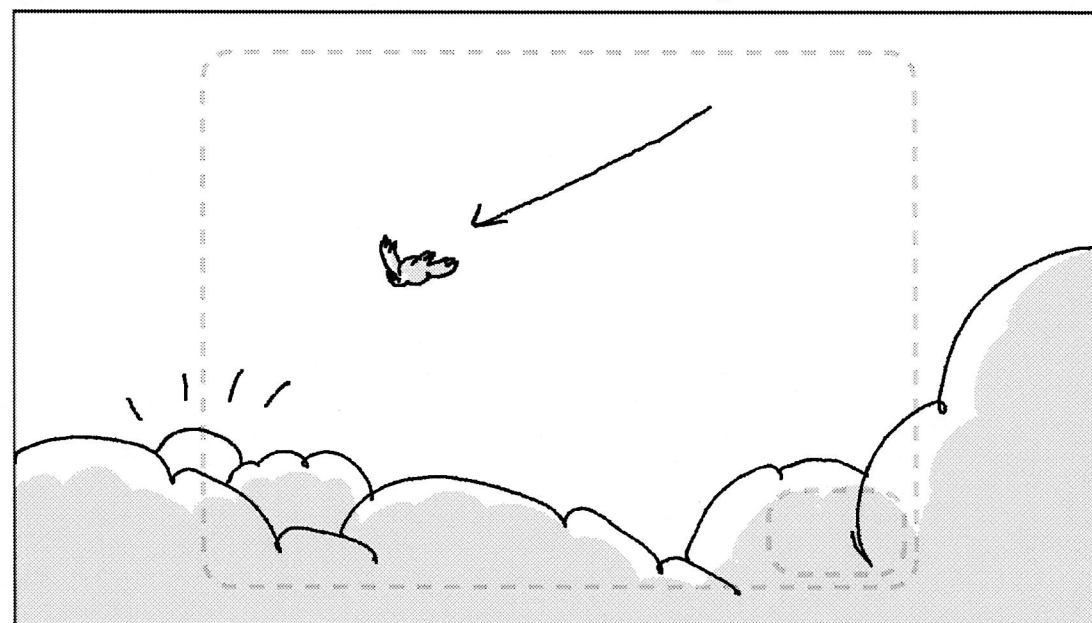


Sc. 118

Pnl. A

Bg.

day night



Dialog:

Action:

FINN'S REAL PROUD OF HIMSELF.

OFF INTO THE SUNSET.

Timing:

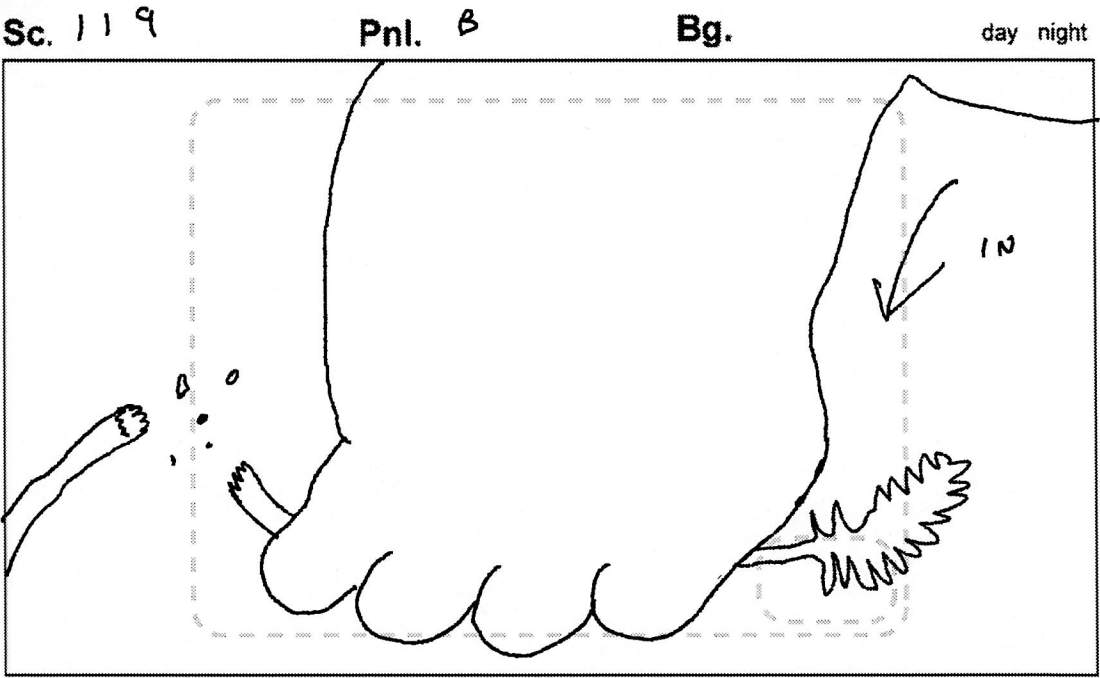
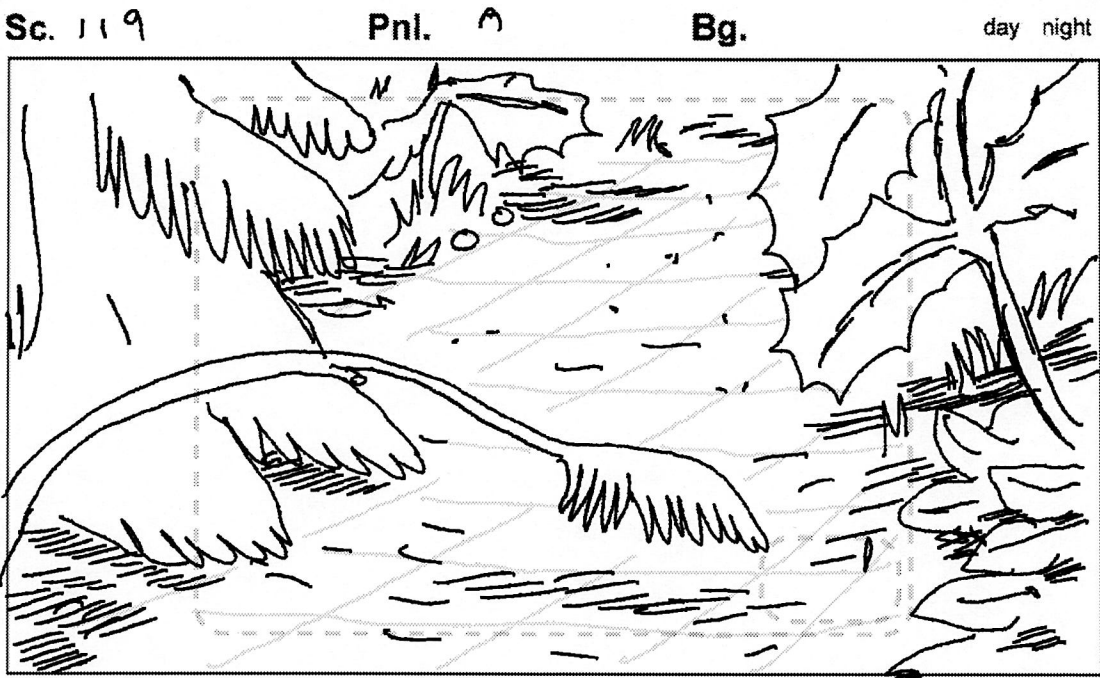
EPISODE #

1034-209

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ADVENTURE TIME



Dialog:	Ⓣ A BELLOWING: MOAN	Ⓣ WAUGH!! (SFX) SNAP.
Action:		
Timing:		

EPISODE # 1034-209

Production :

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ADVENTURE TIME



Sc. 119

Pnl. 9

Bg.

day night

Sc. 119

Pnl. 0

Bg.

day night

Dialog:
Action:
Timing:

ADVENTURE TIME



Sc. 126

Pnl. A

Bg.

day night

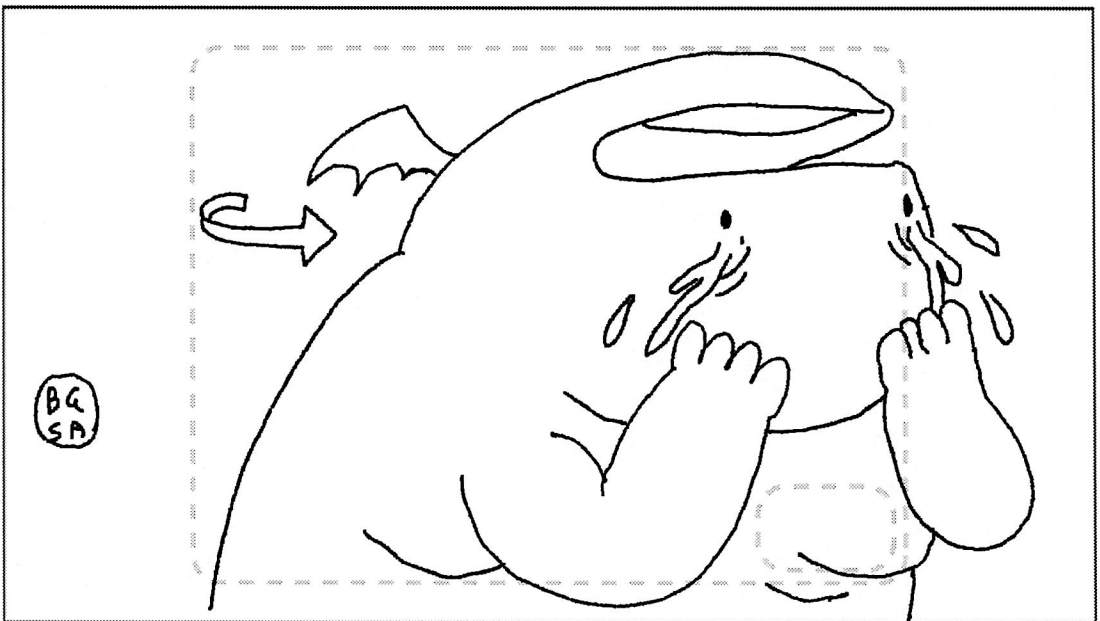


Sc. 126

Pnl. B

Bg.

day night



Dialog:

② ≡ WAUGH ≡

Action:

Timing:

② ≡ A W O O O ≡

Production :

EPISODE #

1034-209

ADVENTURE TIME



Sc. 120 Pnl. c Bg. day night

Sc. 120 Pnl. d Bg. day night

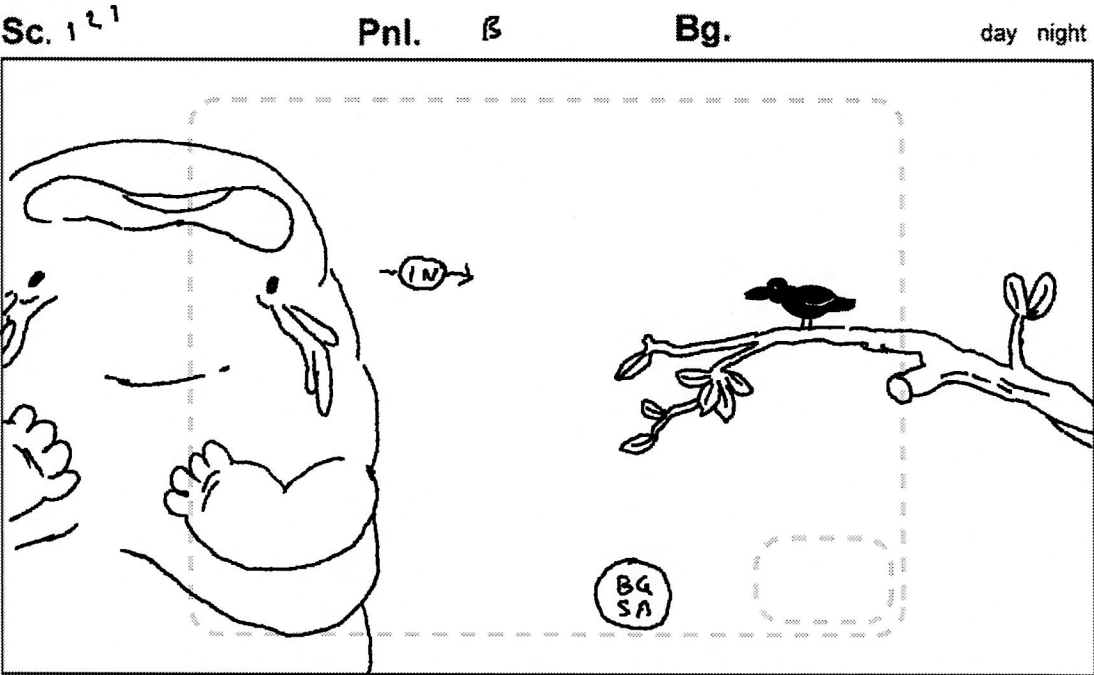
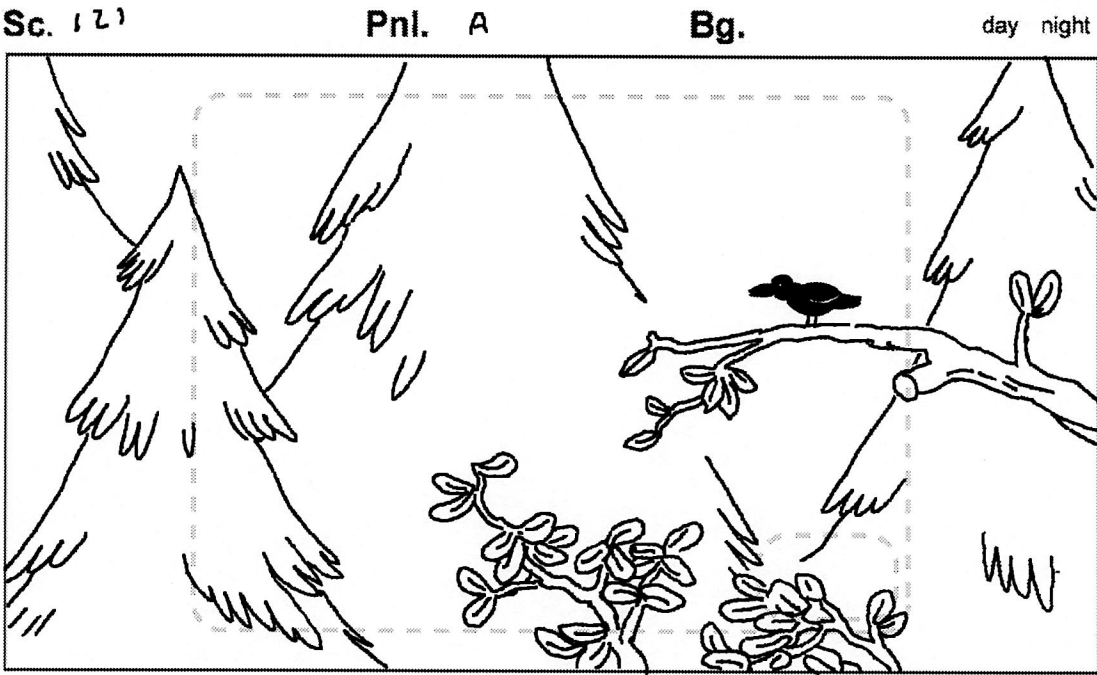
Dialog:
Ⓝ - H U A H -
Ⓝ = A W O O O O ! =
Action:
Timing:

EPISODE # 1034-209

Production :

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ADVENTURE TIME



Dialog:

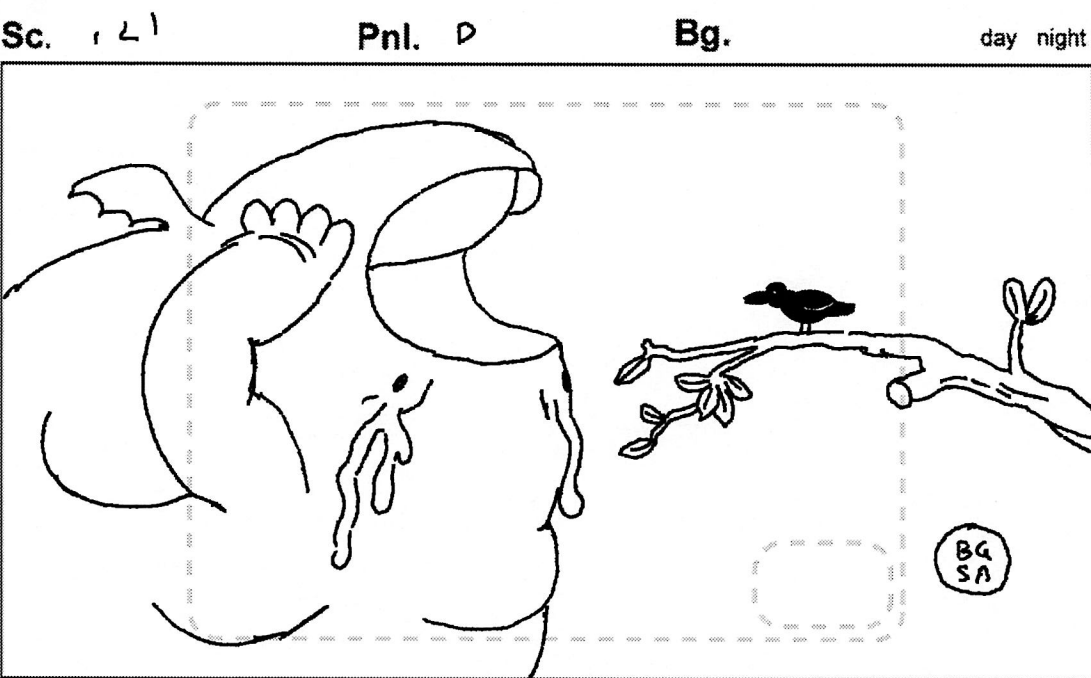
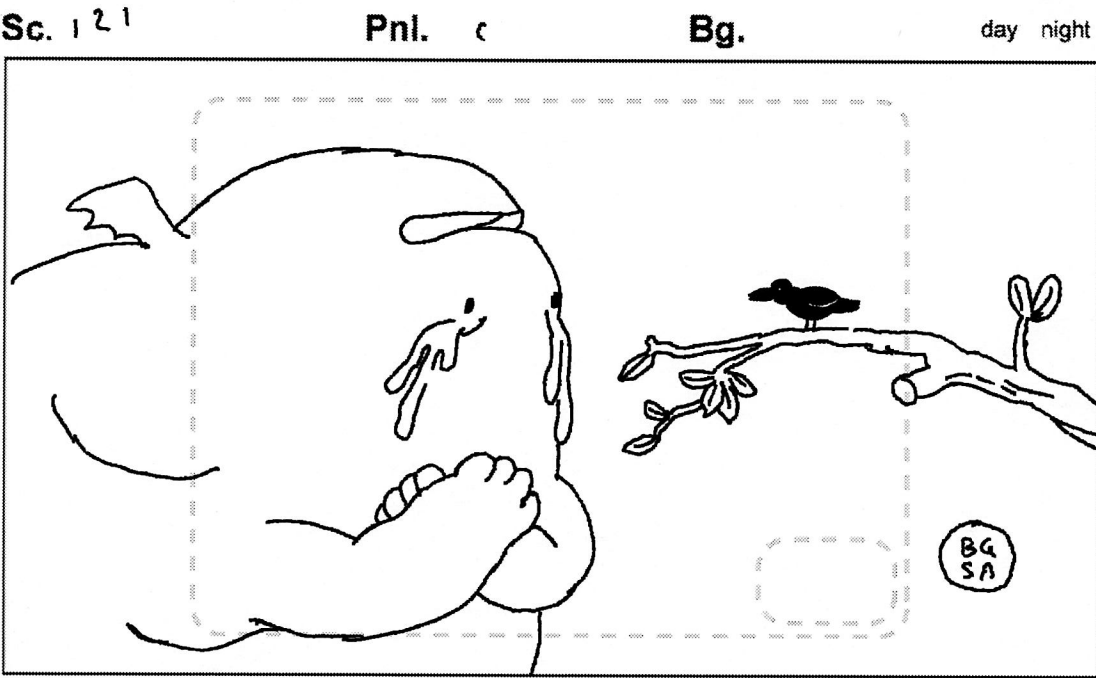
Action:

Timing:

Production :
EPISODE # 1034-209

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ADVENTURE TIME



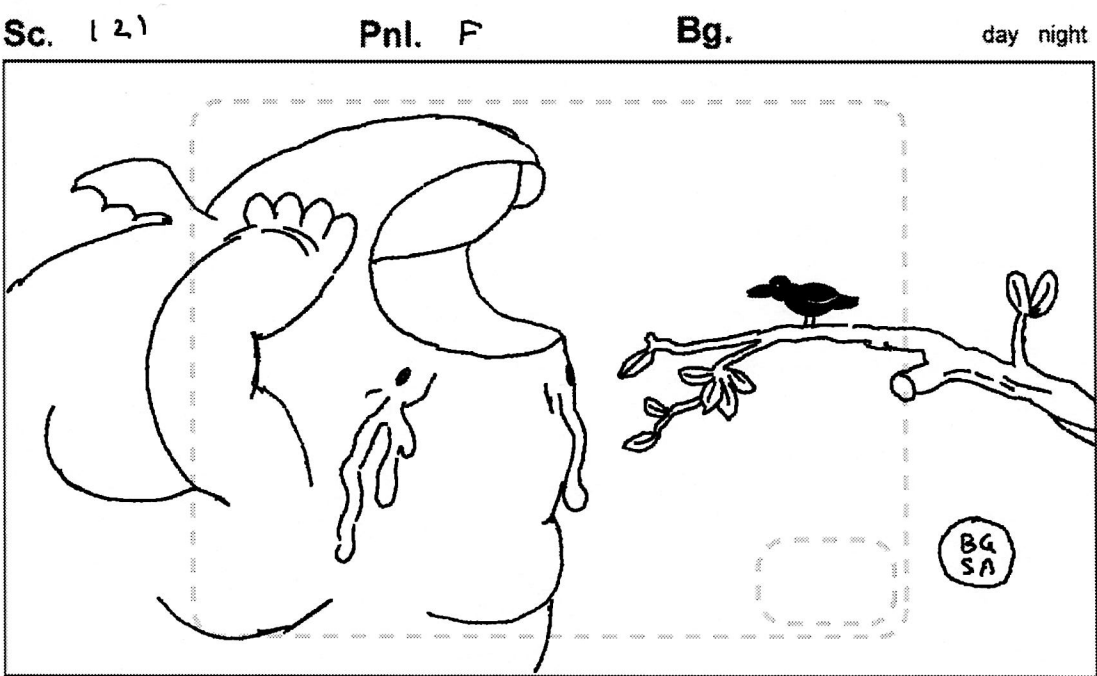
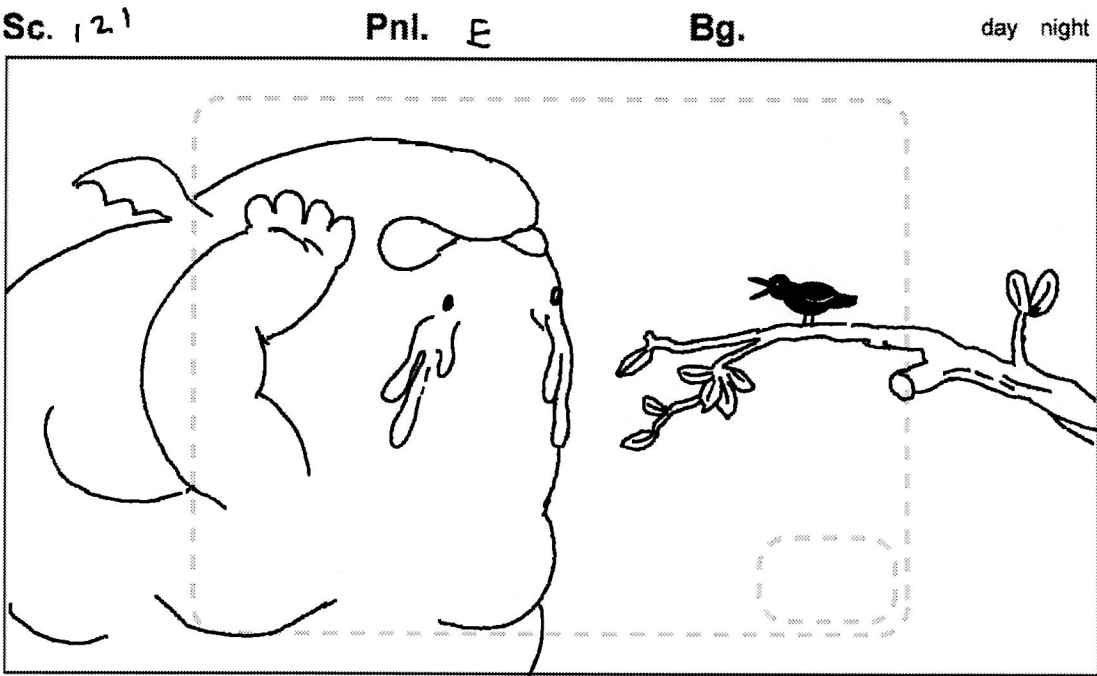
Dialog:	WHEEE!!!
Action:	
Timing:	

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ADVENTURE TIME



Dialog:	(CROW) CAW! WHEEE!!!
Action:	(MOUNTING LOUDNESS)
Timing:	

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Production :

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ADVENTURE TIME

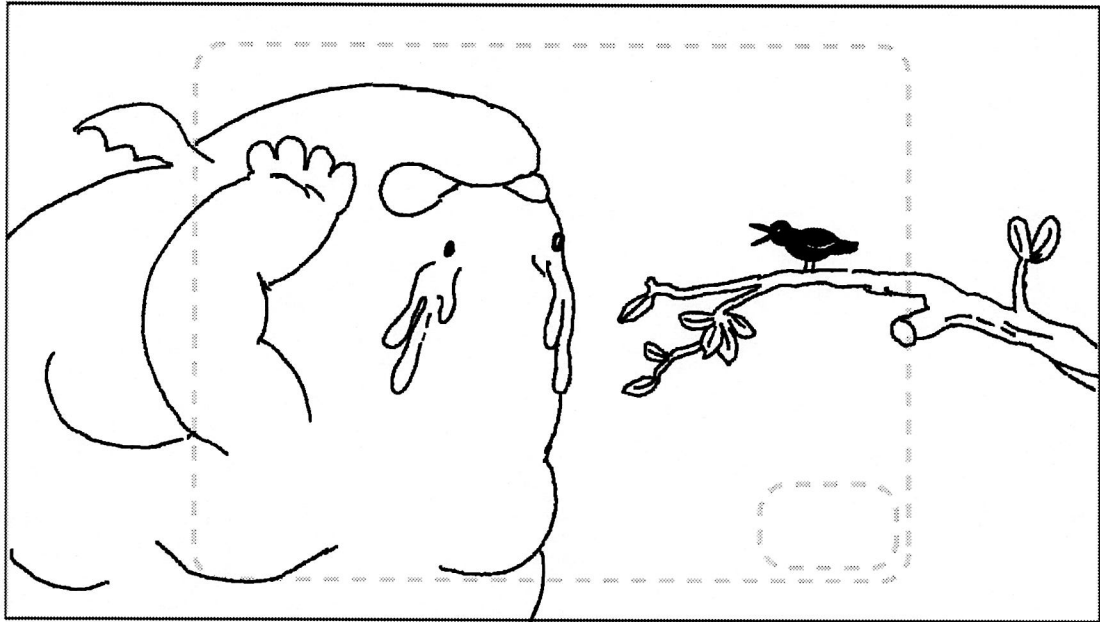


Sc. 121

Pnl. G

Bg.

day night

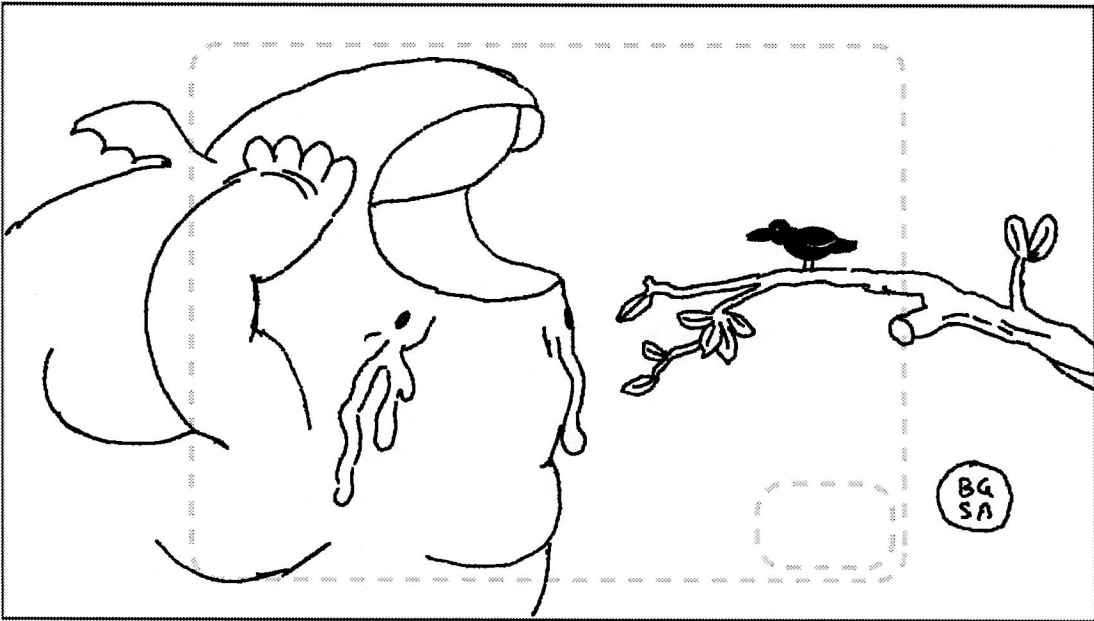


Sc. 121

Pnl. H

Bg.

day night



Dialog:

(CROW)

CAW!

(N)

WHEEE!!!

Action:

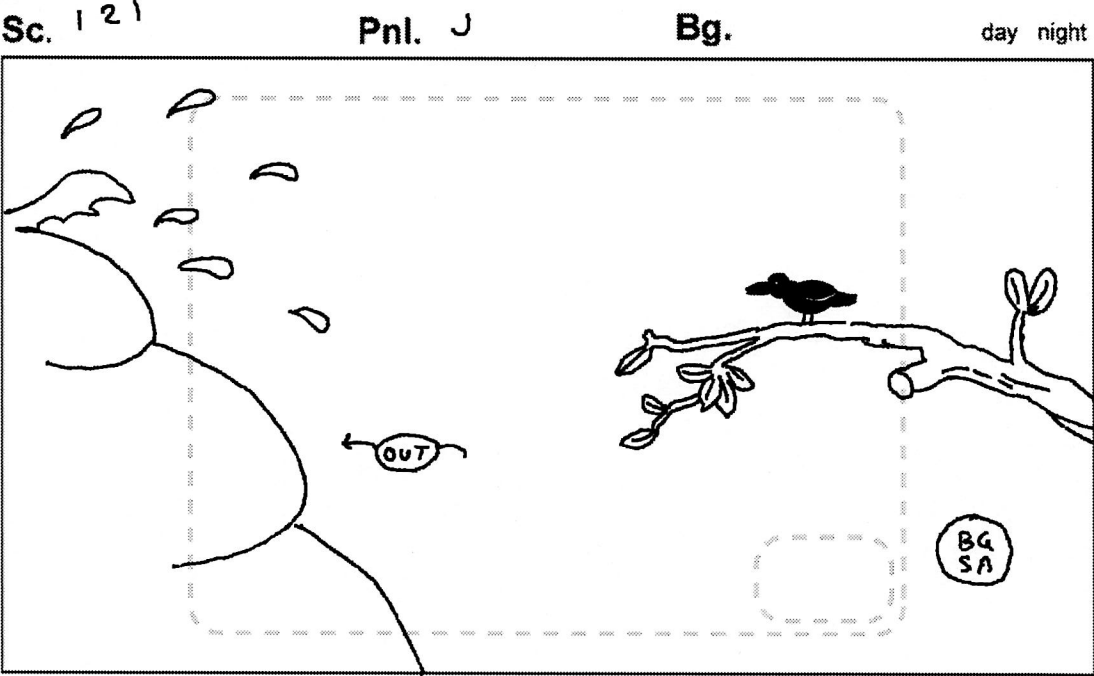
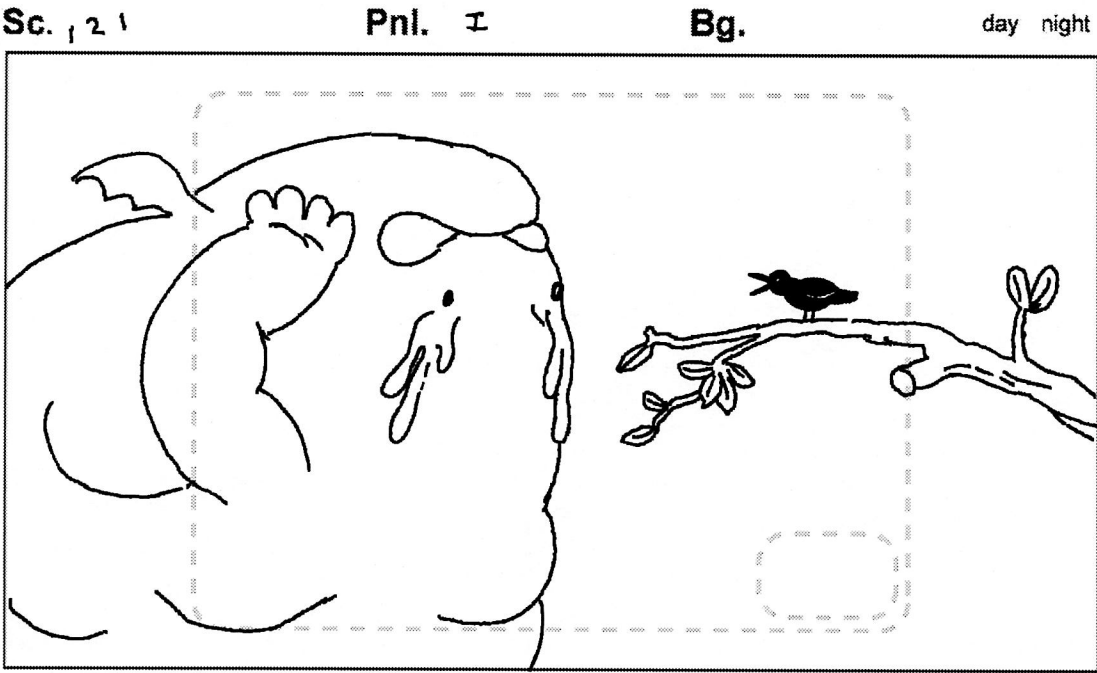
(MOUNTING LOUDNESS)

Timing:

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Production :

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ADVENTURE TIME



Dialog:	<p>(CROW) CAW!</p> <p>(N) AH BOO HOO BOO HOO!</p>
Action:	
Timing:	

EPISODE # 1034-209

Production :

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ADVENTURE TIME

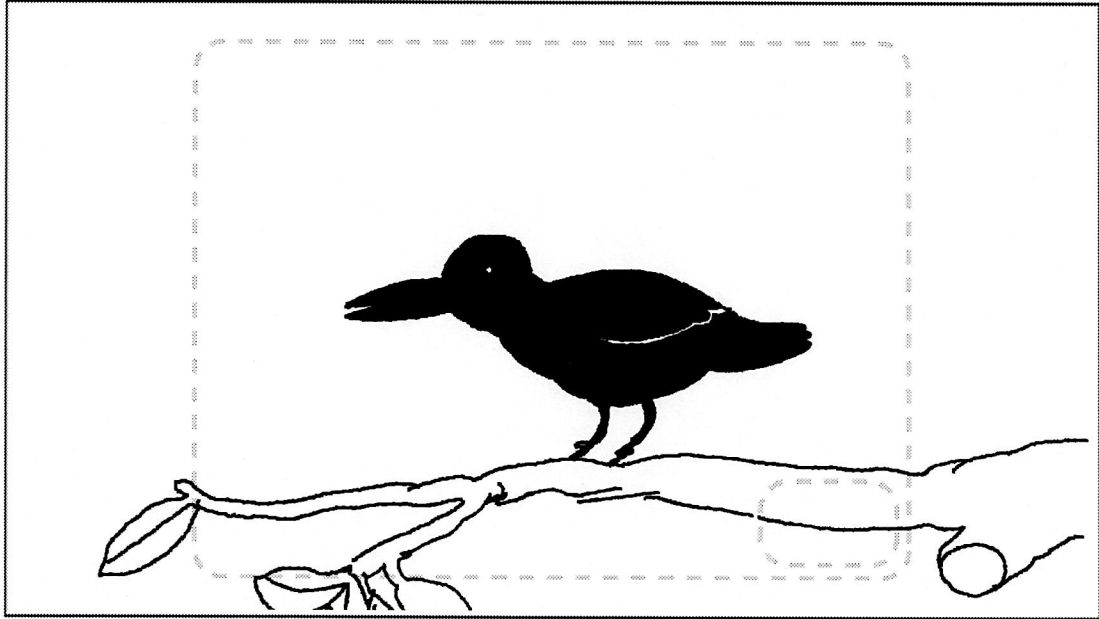


Sc. 122

Pnl. A

Bg.

day night

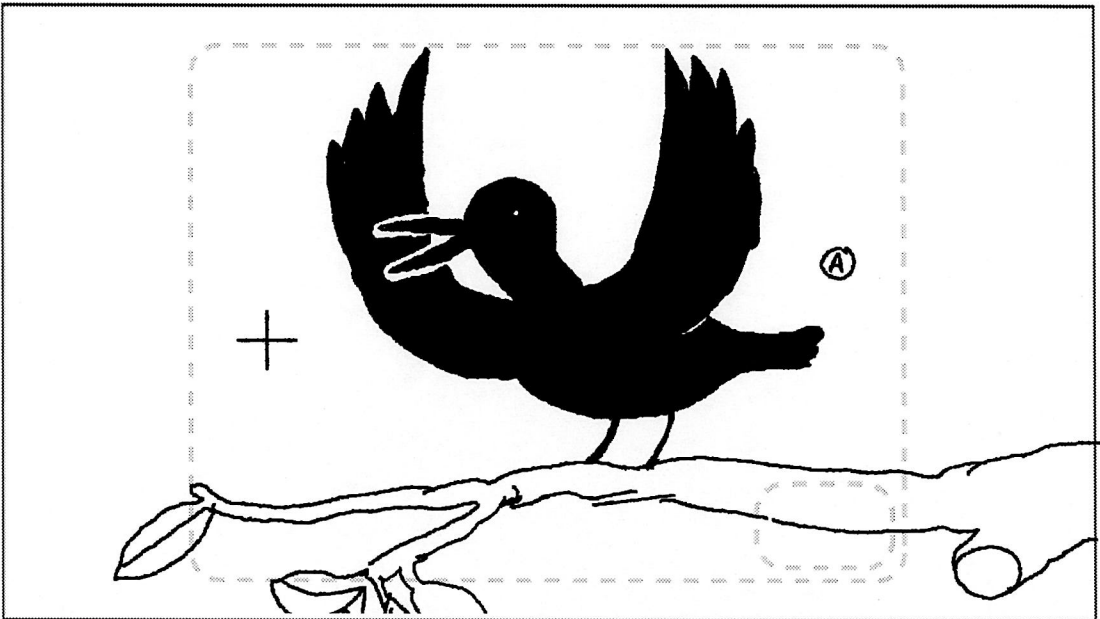


Sc. 122

Pnl. B

Bg.

day night



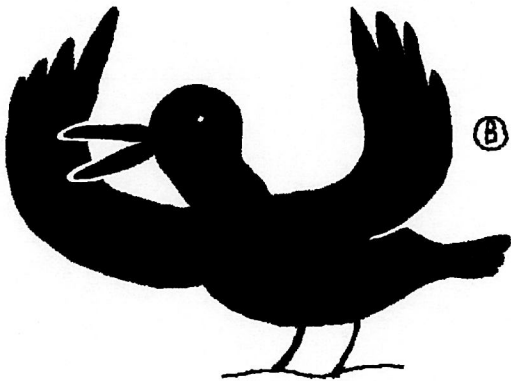
Dialog:

Action:

Timing:

RAISES
THE
ROOF.

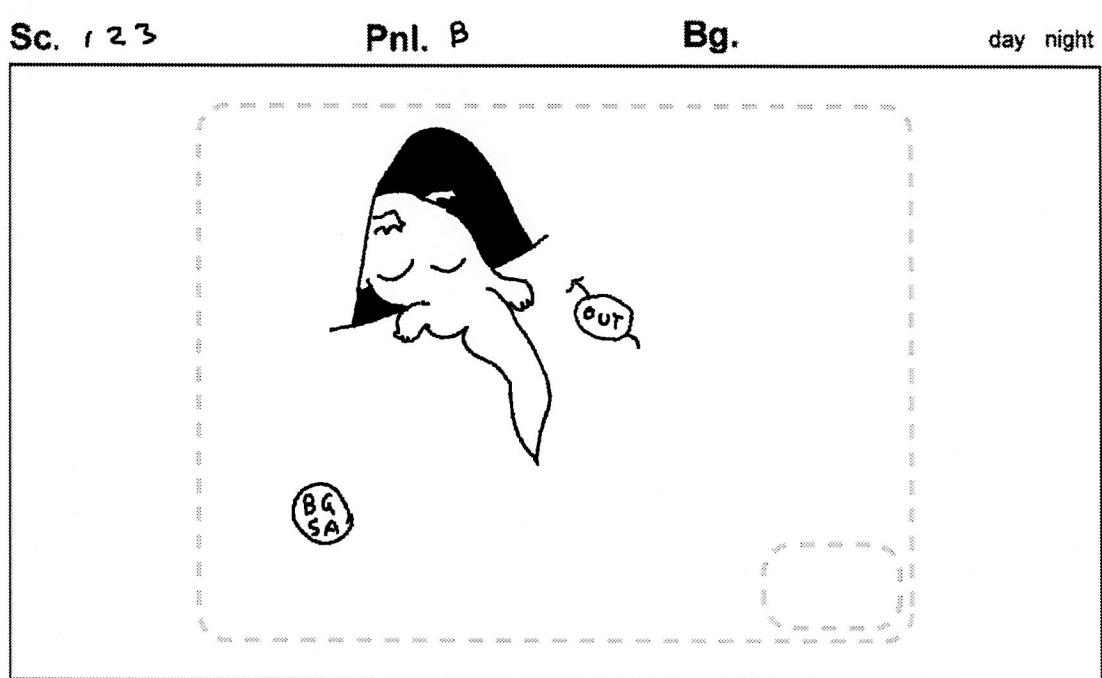
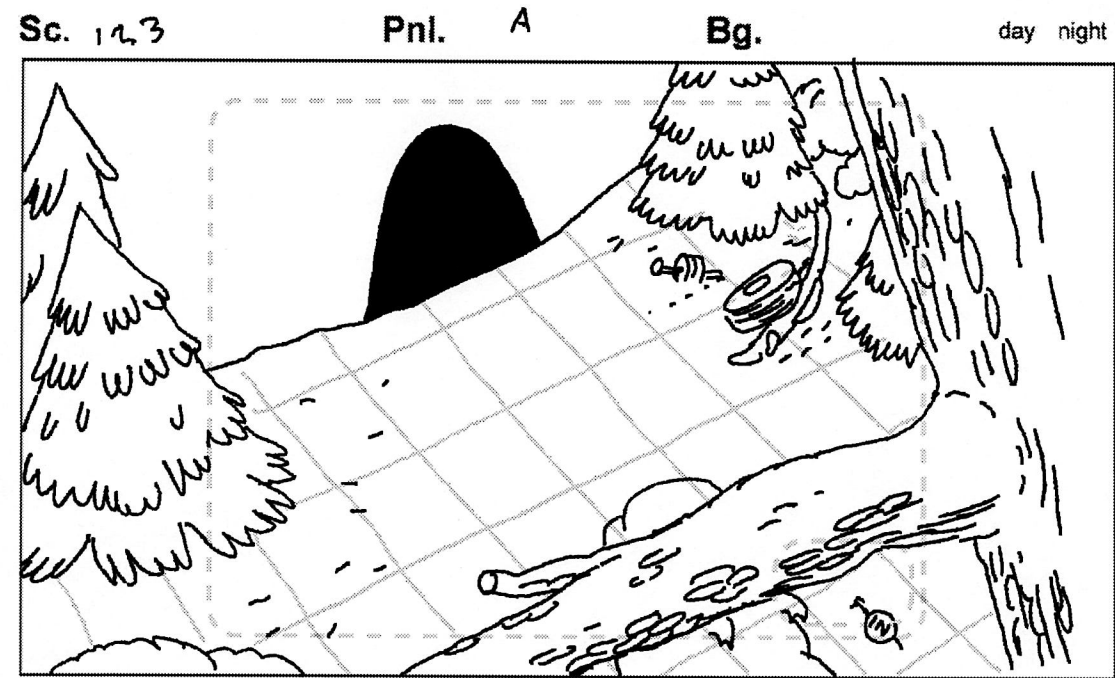
B A B A B



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Production :

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ADVENTURE TIME



Dialog:
(N) AH BLOO BLOO BLOO!
Action:
Timing:

Production :
EPISODE #
1034-209

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ADVENTURE TIME



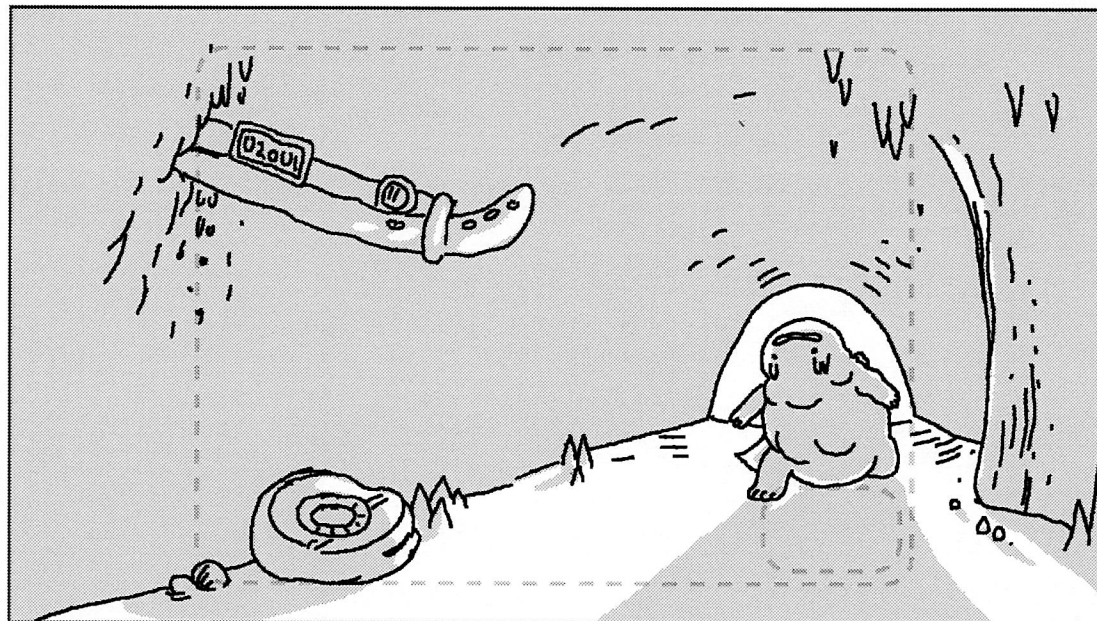
Page 150

Sc. 124

Pnl. A

Bg.

day night

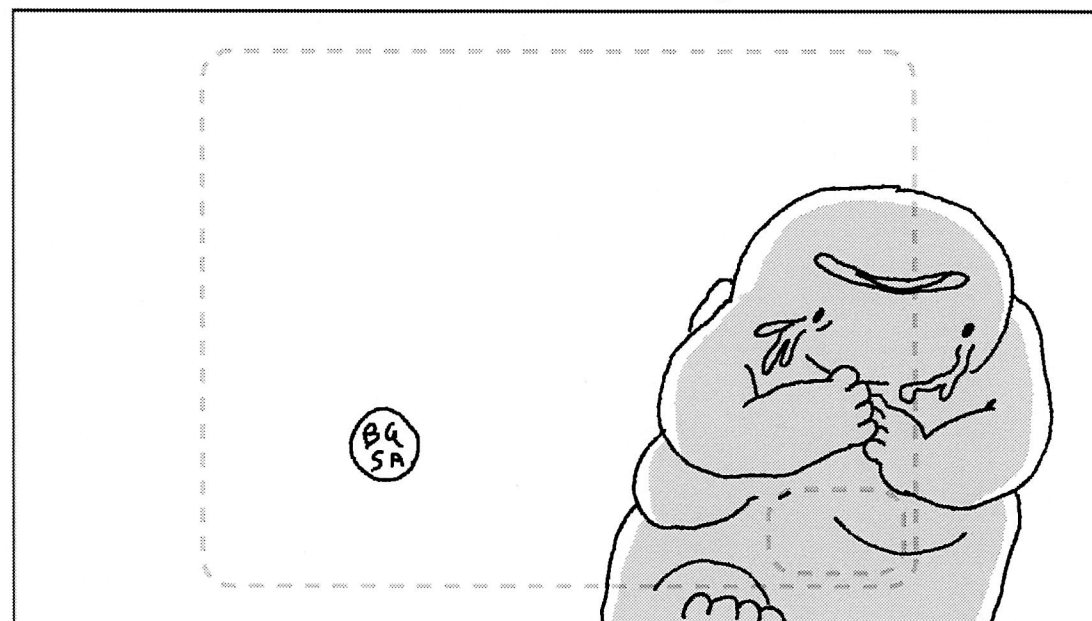


Sc. 124

Pnl. B

Bg.

day night



Dialog:

WHEEH!

Action:

Timing:

Production :

EPISODE #

1034-209

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ADVENTURE TIME



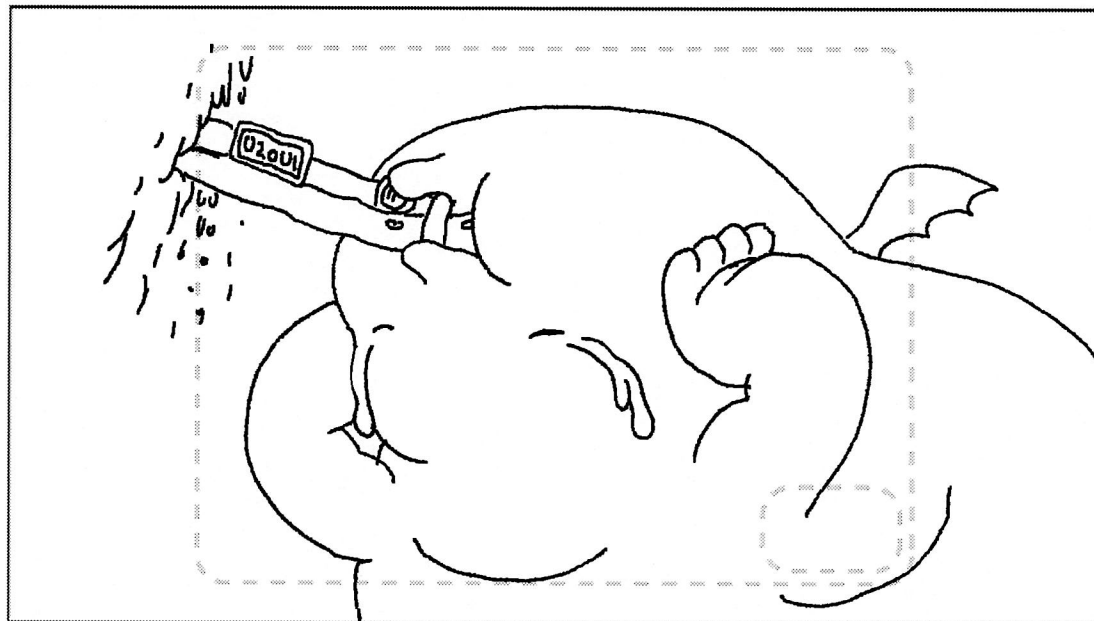
Page 159

Sc. 124

Pnl. C

Bg.

day night

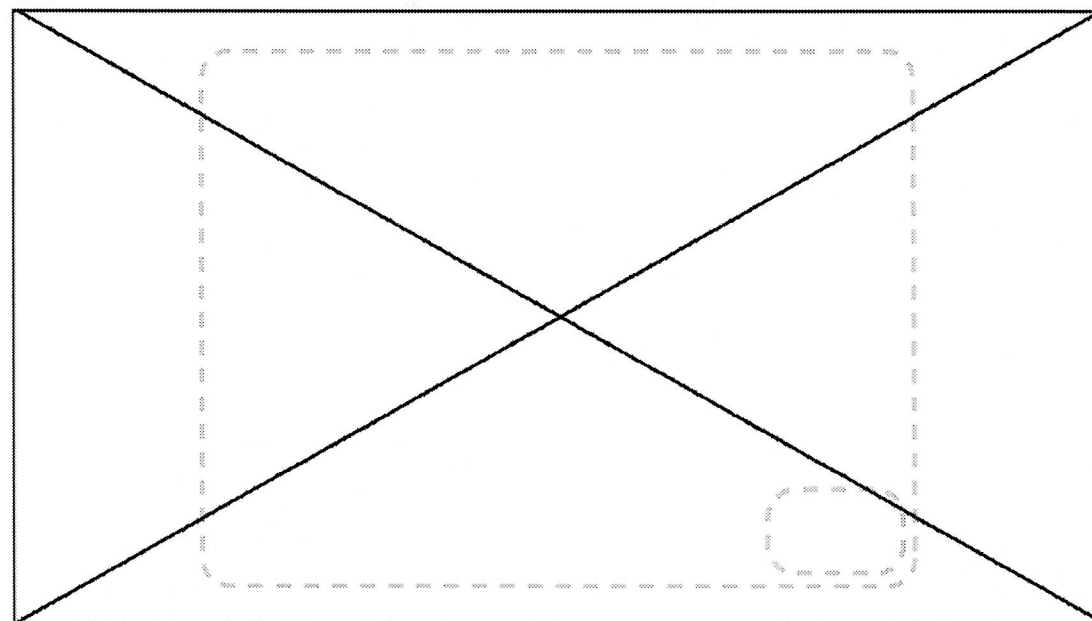


Sc. -

Pnl. -

Bg.

day night



Dialog:

(N)

MMM - SUK!
MMM - SUK!
MMM - SUK!

Action:

JUST FILTHY SOUNDING.
NEEDIEST SUCKING.

Timing:

EPISODE #

1034-209

Production :

ADVENTURE TIME



Sc. 124

Pnl. D

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

1034-209

Hand Cut

ADVENTURE TIME



Sc. **125**

Pnl. A

Bg.

day night



Sc. **125** *cont*

Pnl. B

Bg.

day night



Dialog:

~~SFX~~ PFT

Action:

- CANDY FLAP CREATES NO JUICE, ONLY A PUFF OF PINK DUST.

JAN 27 2015

Timing:

EPISODE # 1034-209

1034/209

Production :

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ADVENTURE TIME

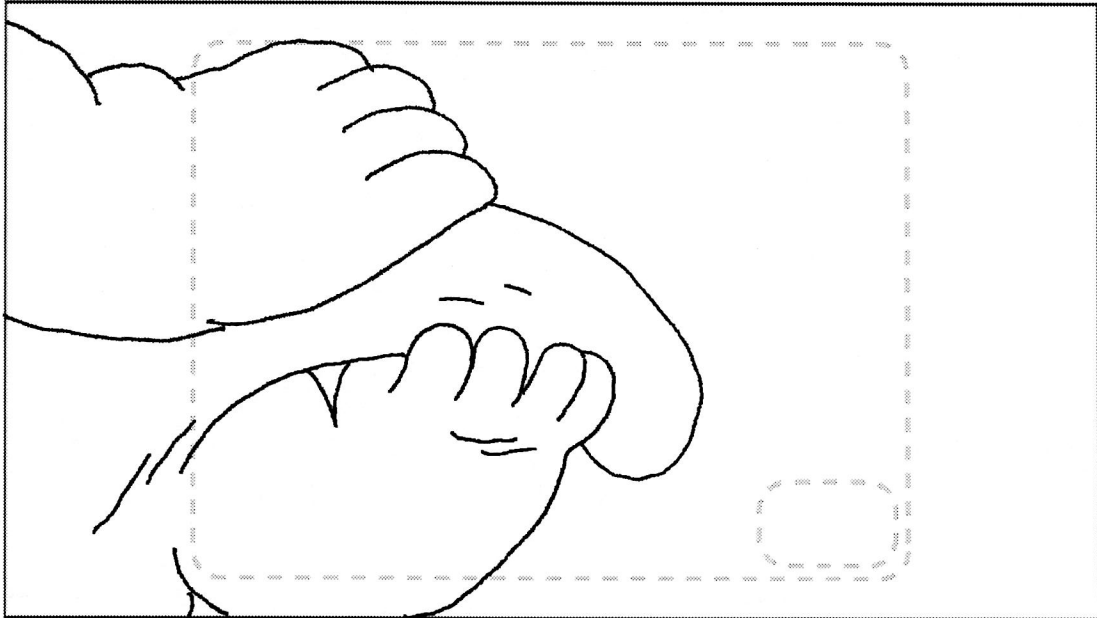


Sc. 125

Pnl. c

Bg.

day night

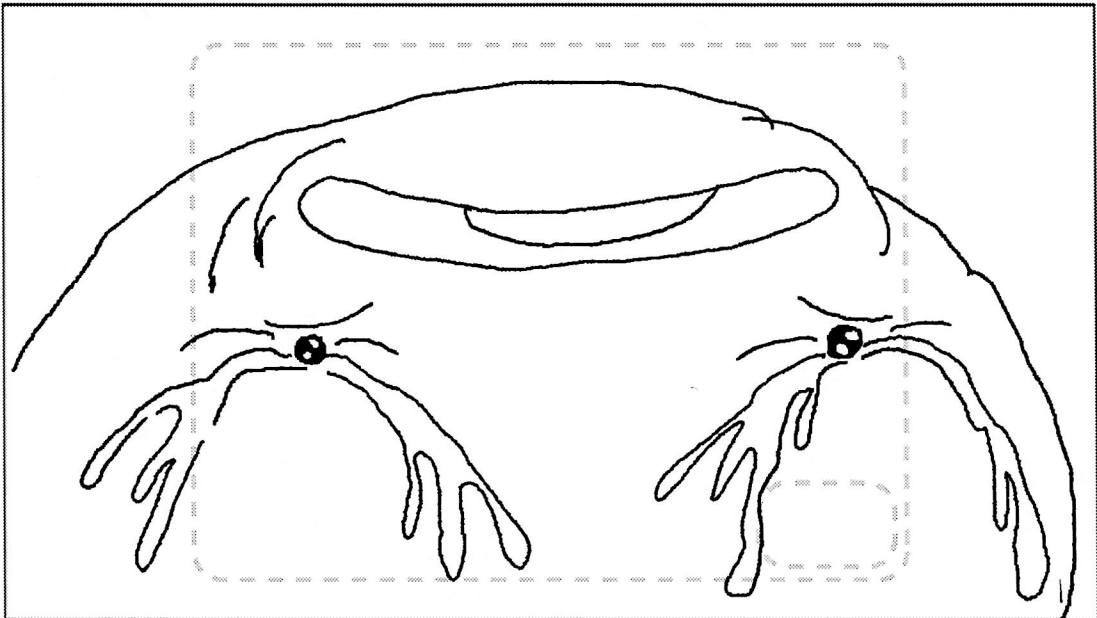


Sc. 126

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

Production :
EPISODE #
1034-209

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ADVENTURE TIME

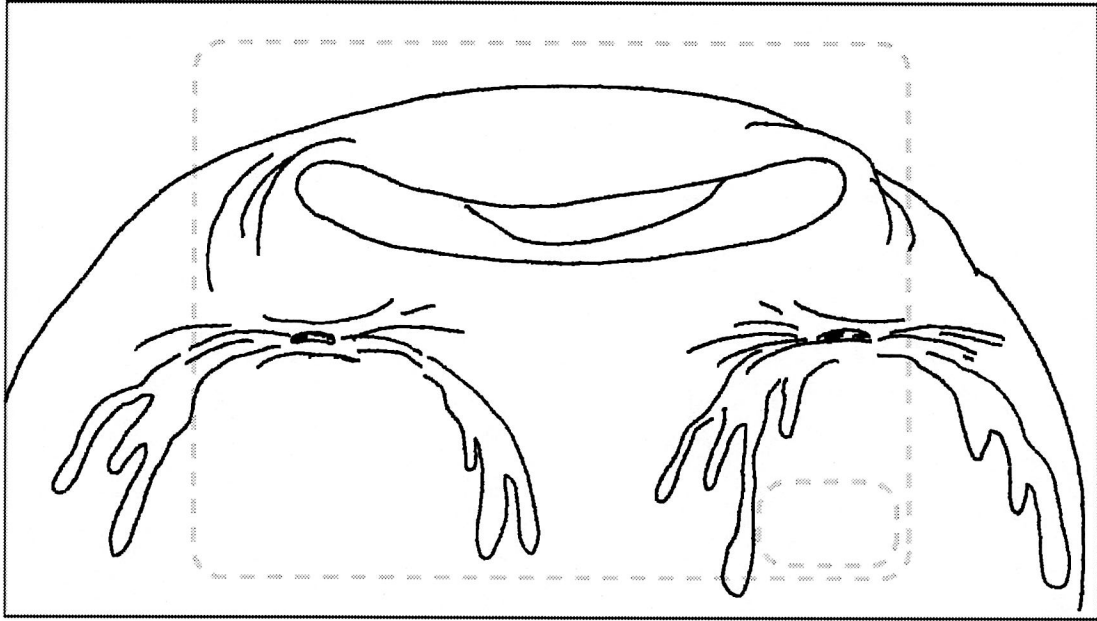


Sc. 126

Pnl. 8

Bg.

day night

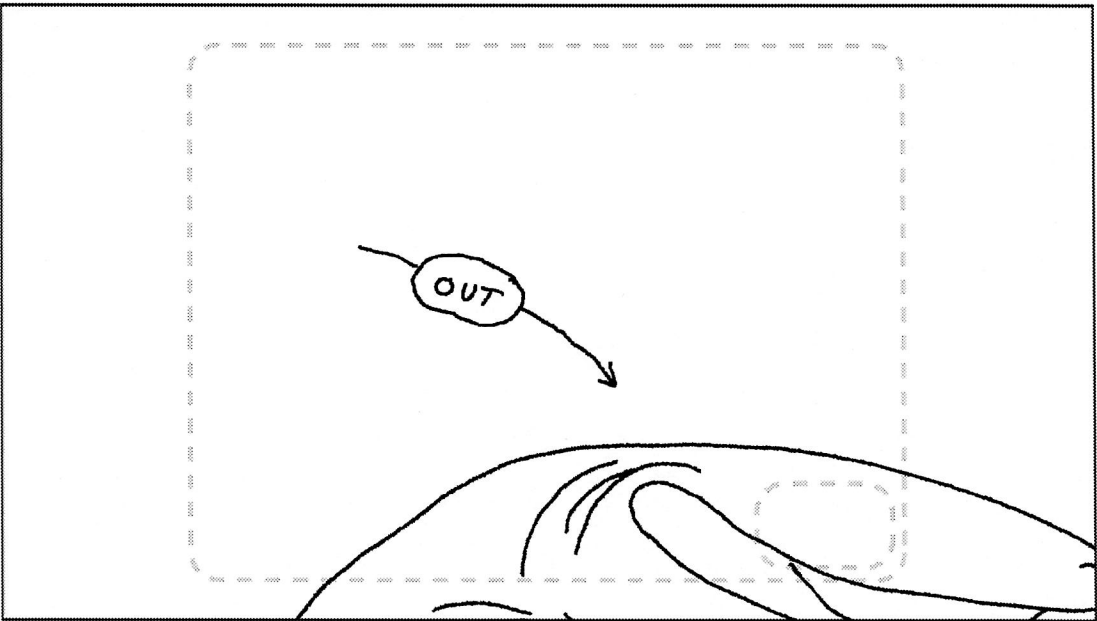


Sc. 126

Pnl. c

Bg.

day night



Dialog:

2/ SOB

Action:

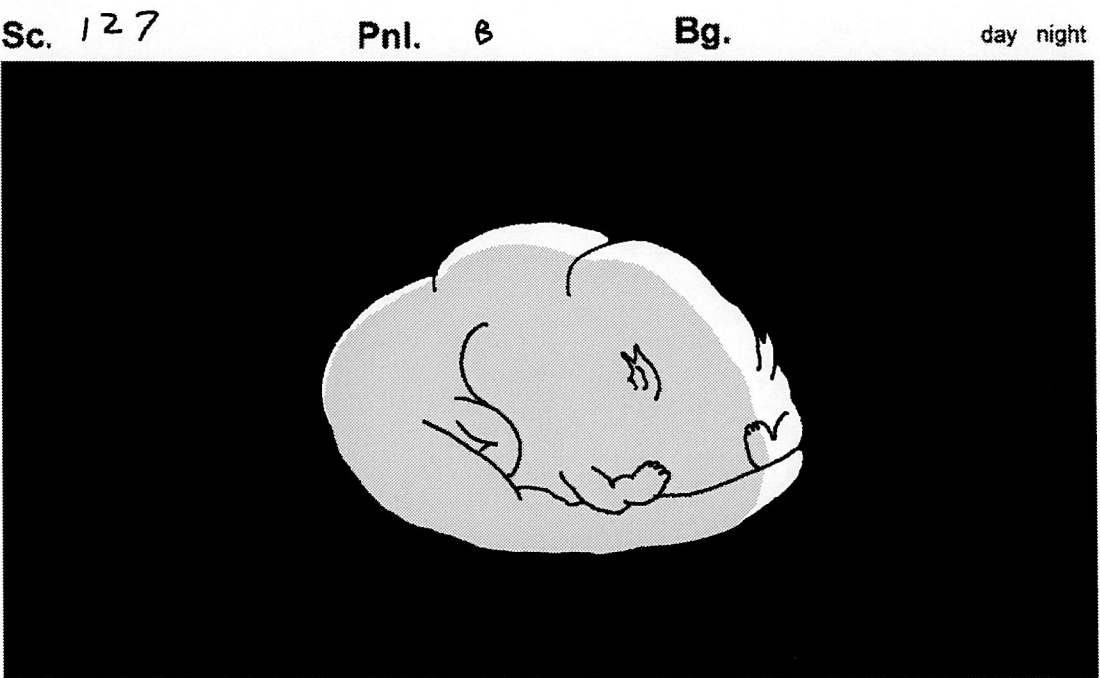
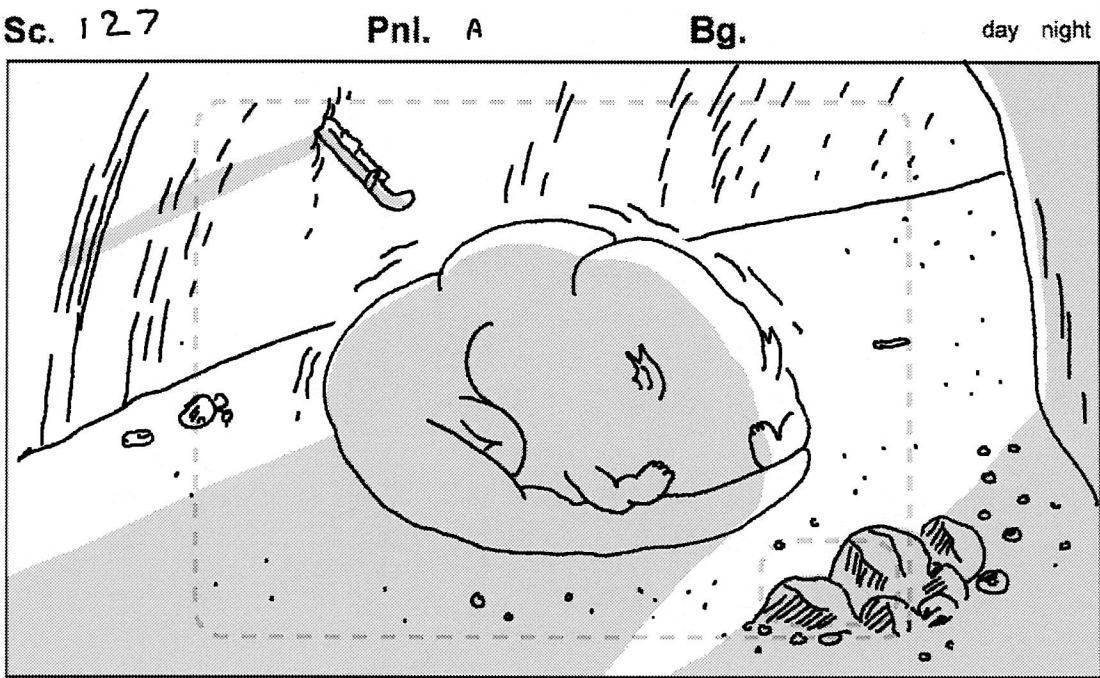
LOWERS HIMSELF SADLY.

Timing:

EPISODE # 1034-209
Production :

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ADVENTURE TIME



Dialog:
Action: SHIVERING & SOBBING. BG FADES TO BLACK.
Timing:

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ADVENTURE TIME



Sc. 127

Pnl. C

Bg.

day night

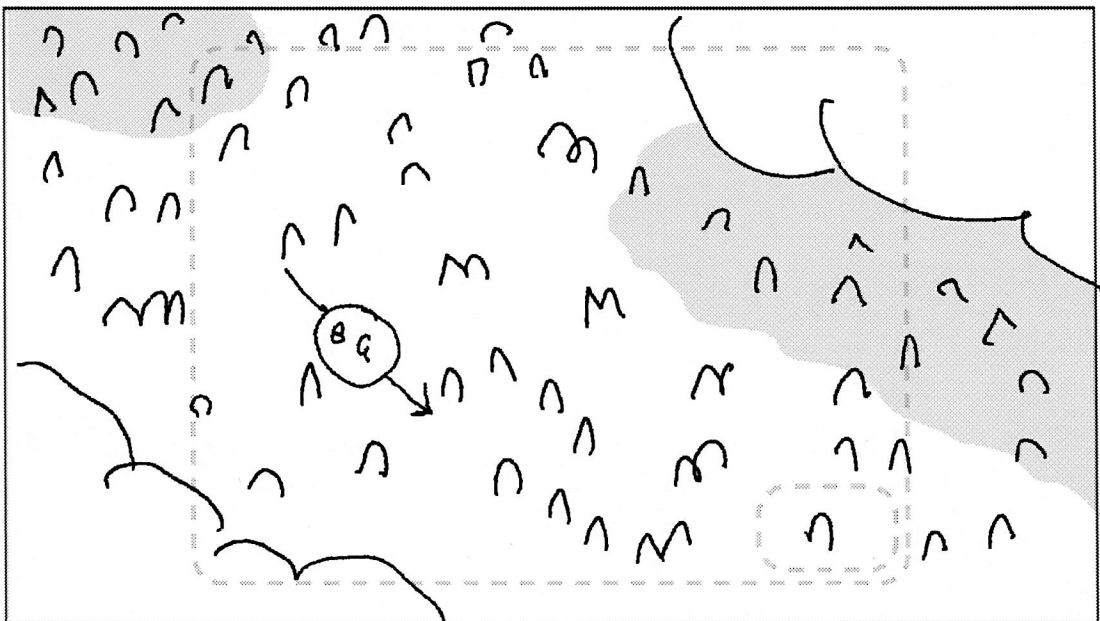


Sc. 128

Pnl. A

Bg.

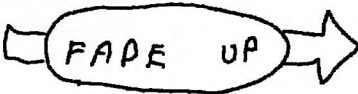
day night



Dialog:

Action:

FADE TO BLACK.



CLOUDS & TREETOPS

Timing:

EPISODE #

1034-209

Production :

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ADVENTURE TIME

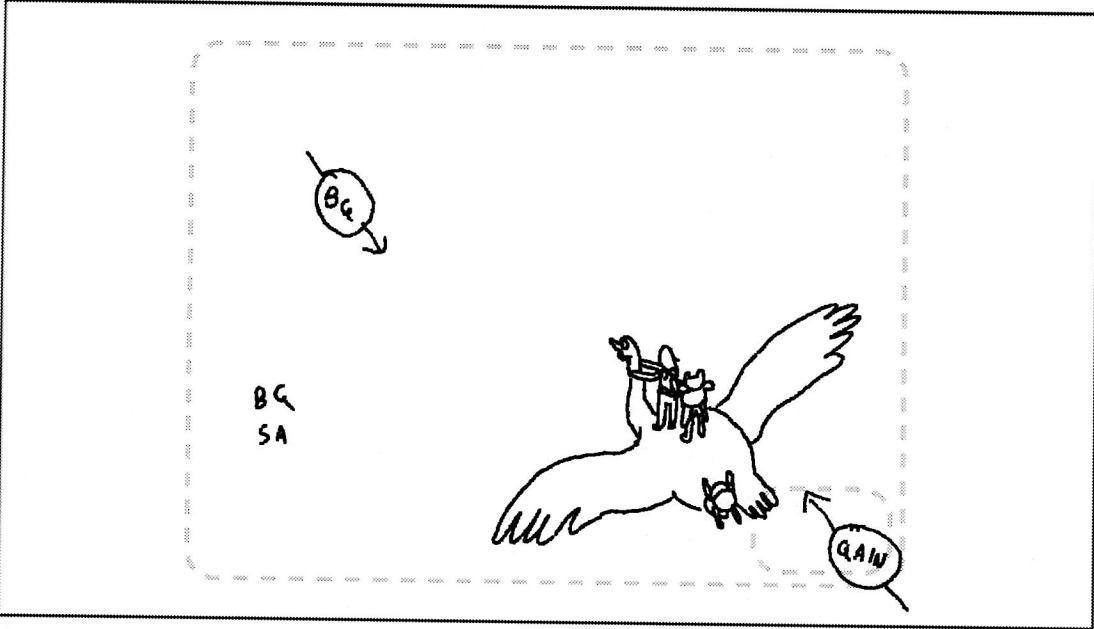


Sc. 128

Pnl. B

Bg.

day night

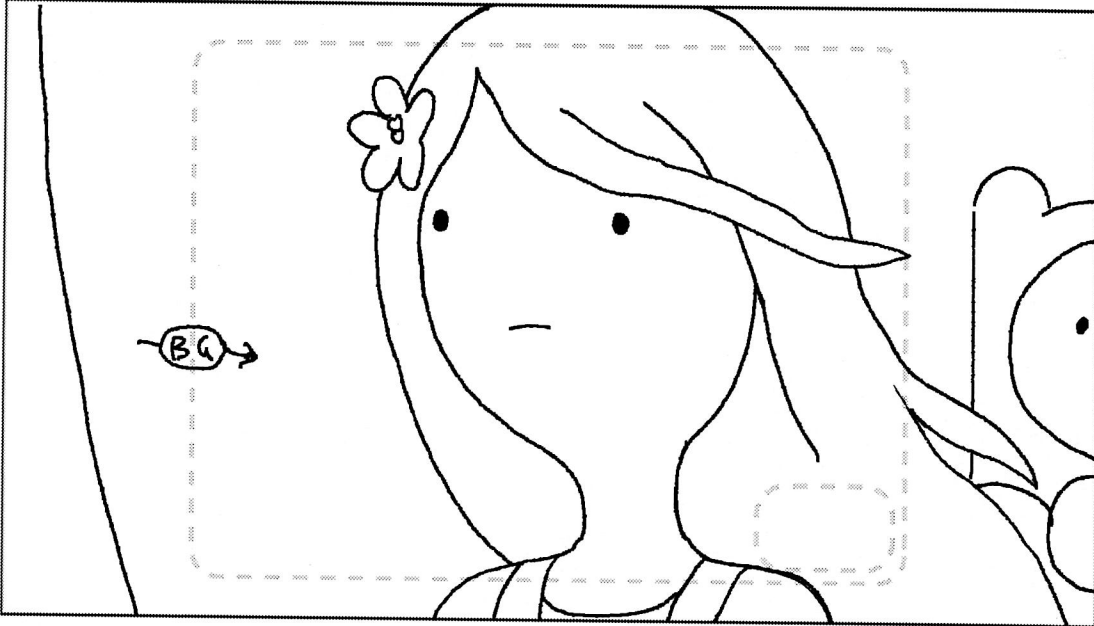


Sc. 129

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

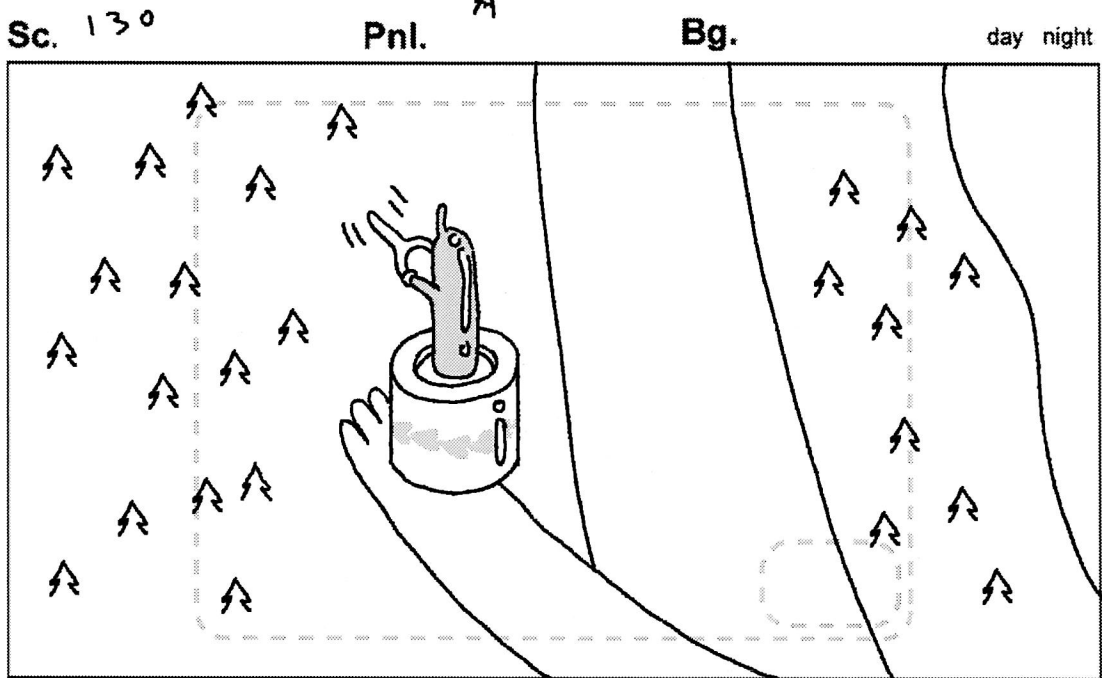
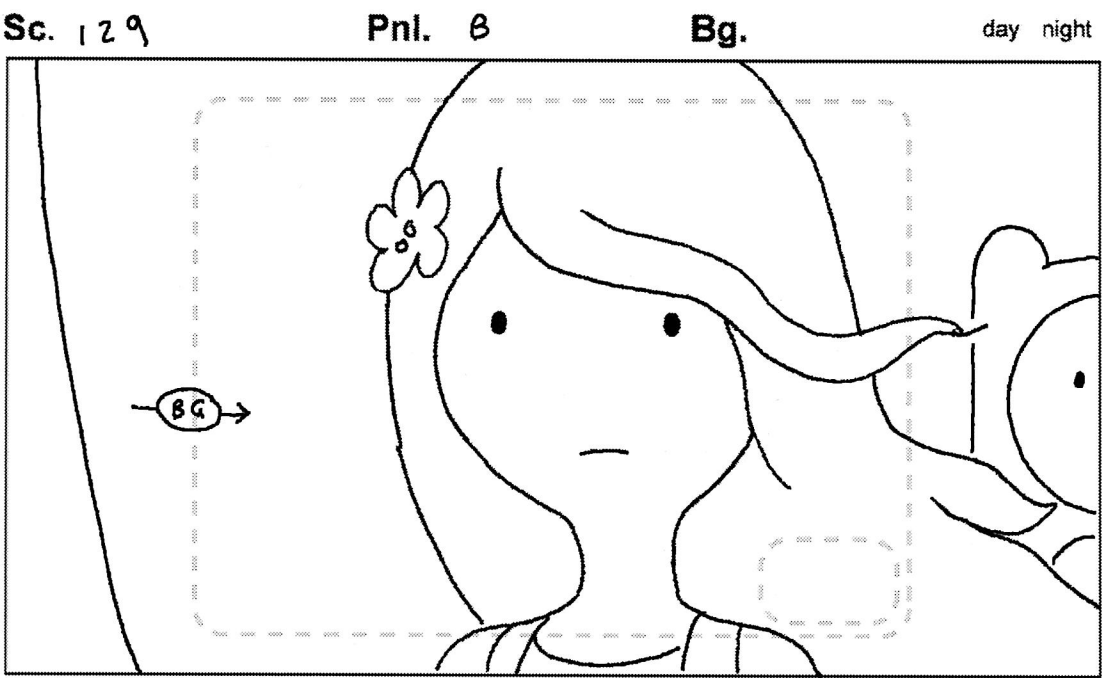
EPISODE #

Production :

1034-209

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ADVENTURE TIME

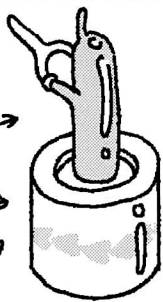


Dialog:
Action:
Timing:

PALE PINK →

WHITE →

PALE GREEN →

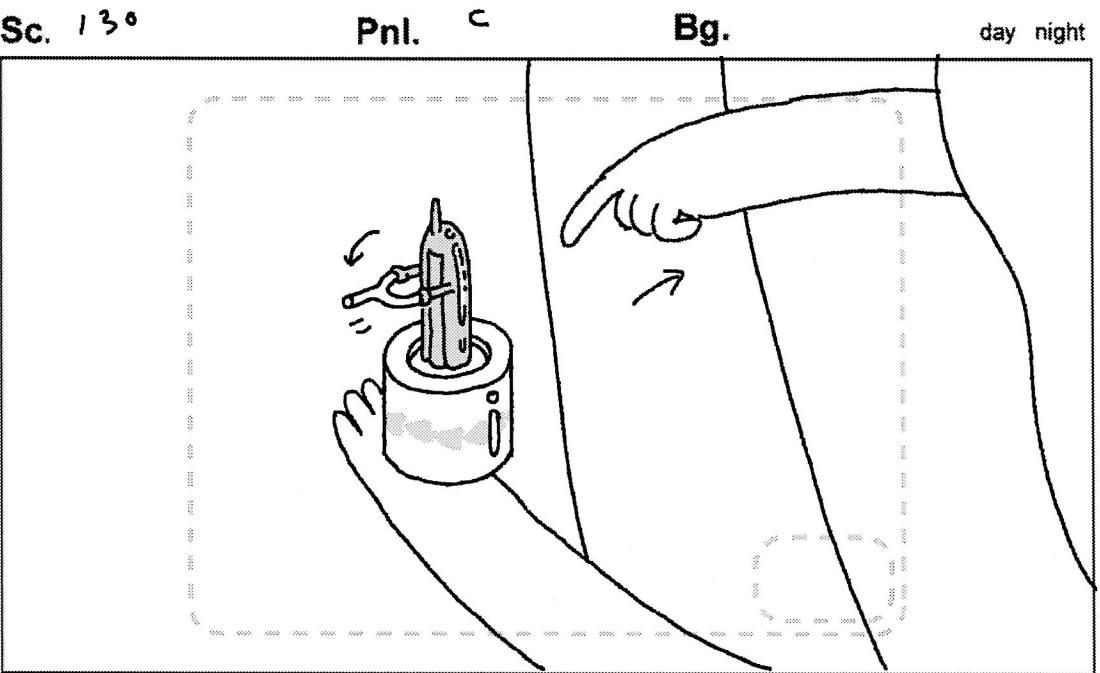
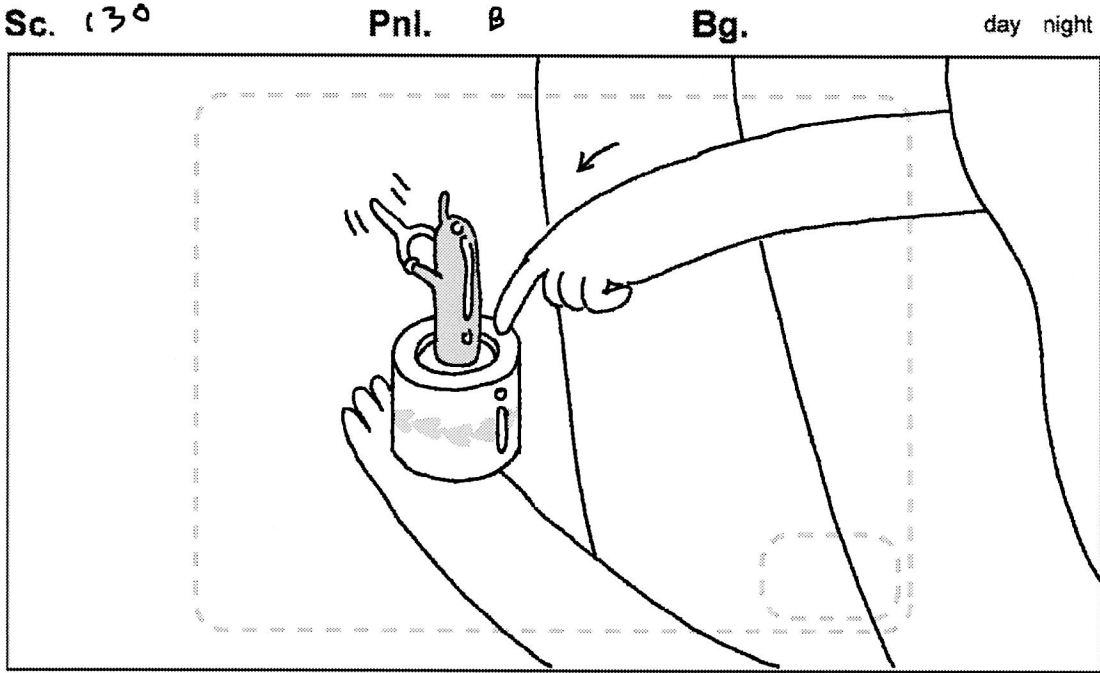


THE BOD-ROD.
LACQUERED WOOD,
FOLK-ARTY,
GERMAN.

EPISODE # 1034-209

Production :

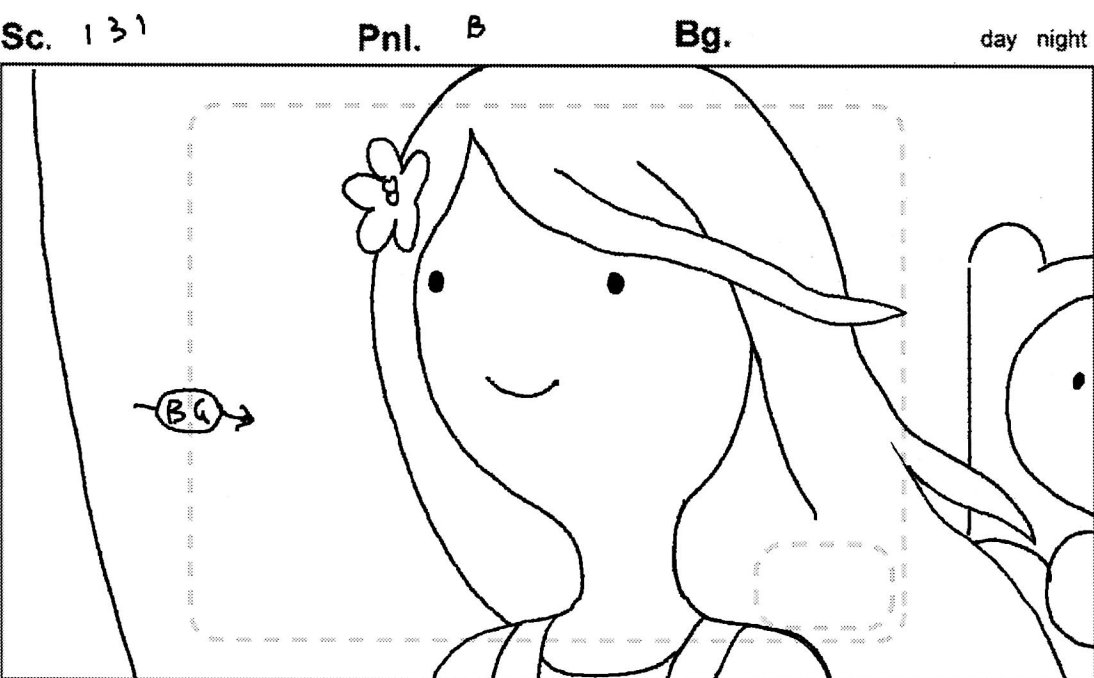
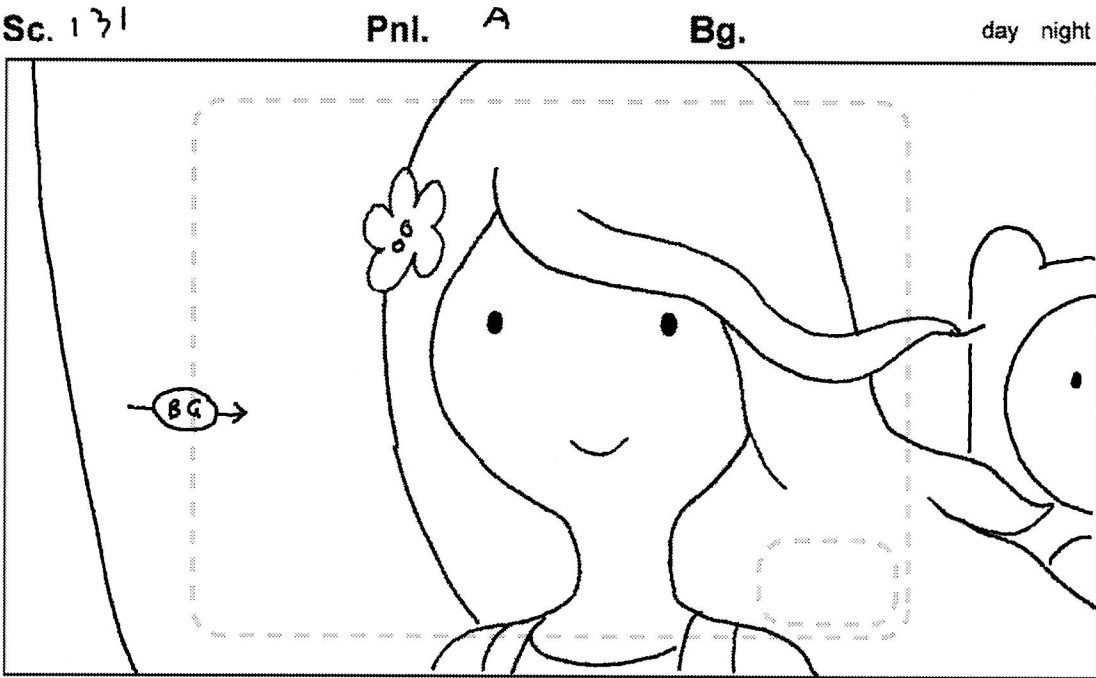
ADVENTURE TIME



Dialog:
Action: TAPS IT TWICE, LIKE A BAROMETER.
Timing:

EPISODE # 1034-209
Production :

ADVENTURE TIME



Dialog:
Action:
Timing:

EPISODE # 1034-209
Production :

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ADVENTURE TIME

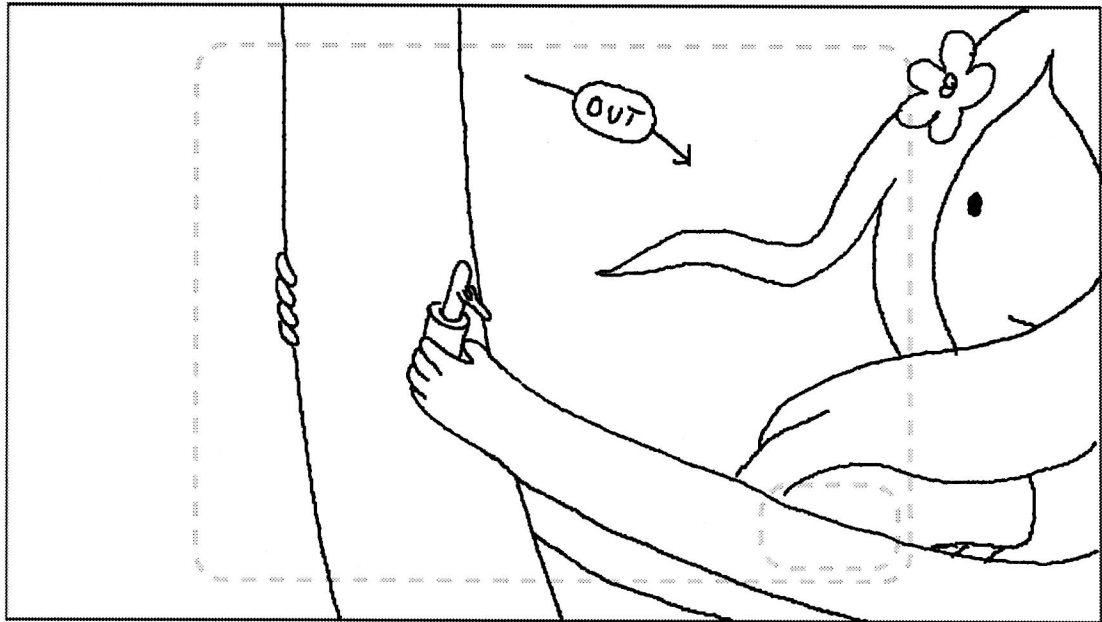


Sc. 131

Pnl. C

Bg.

day night

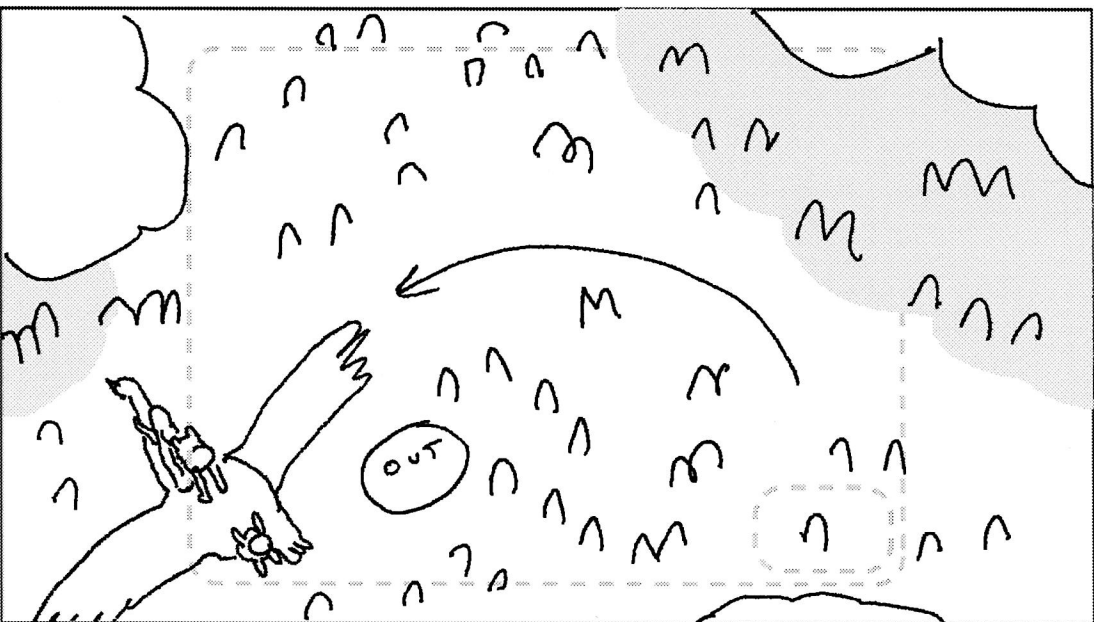


Sc. 132

Pnl. A

Bg.

day night



Dialog:
Action:
Timing:

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ADVENTURE TIME



Sc. - Pnl. - Bg. day night

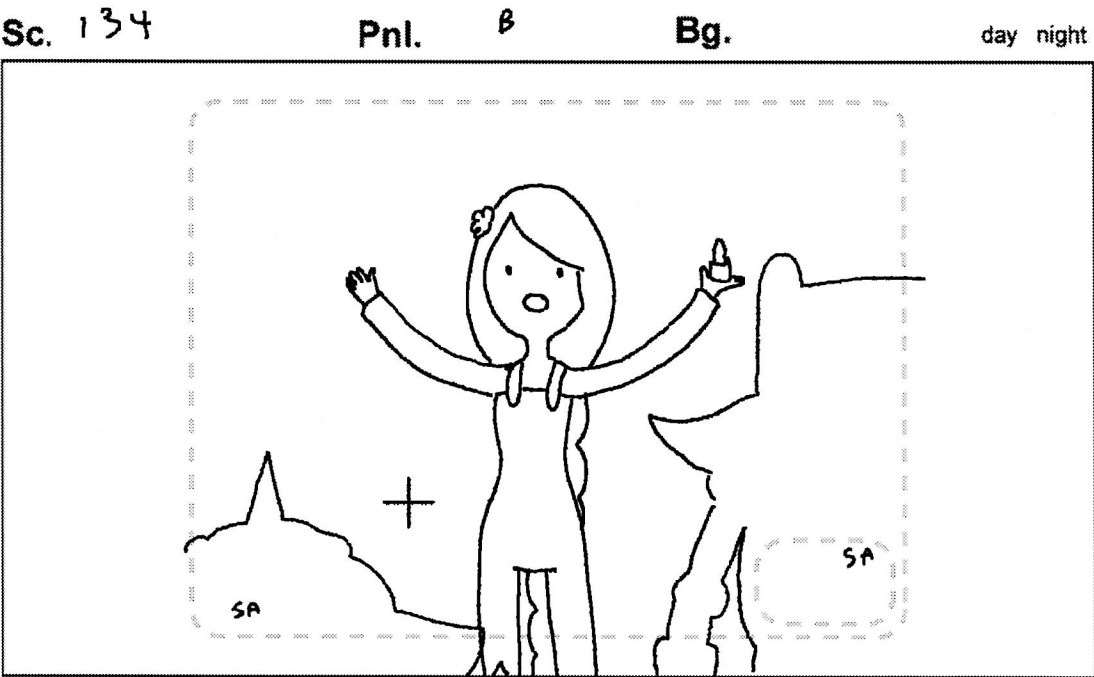
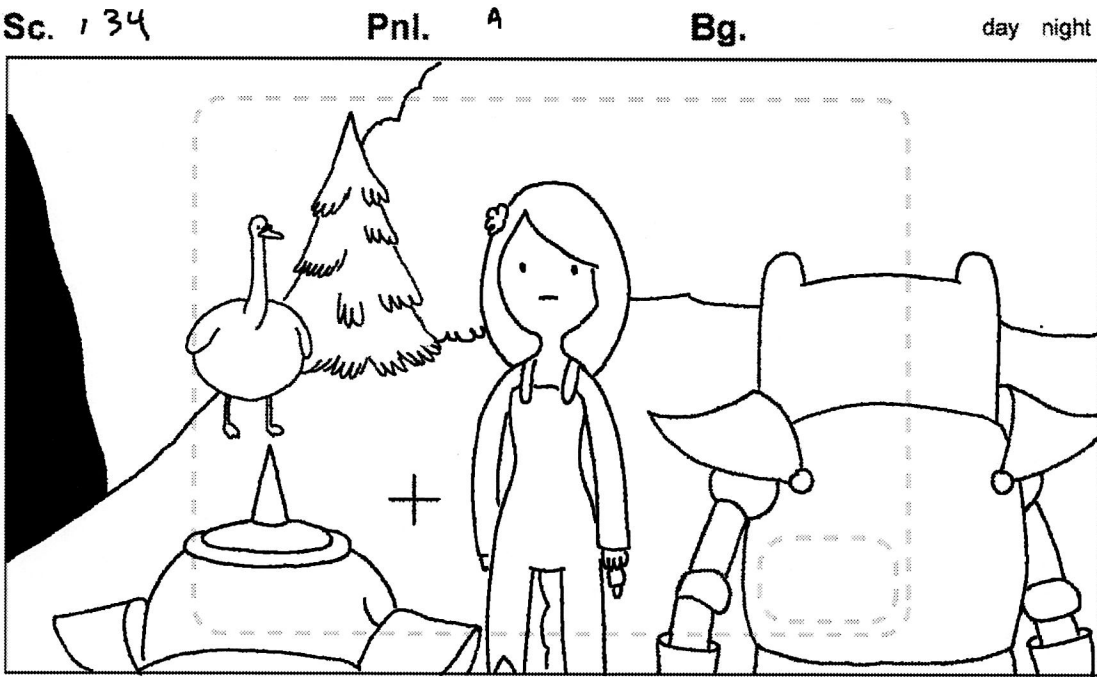
Sc. 133 Pnl. A Bg. day night

Dialog:	(SFX) = BIRDS SINGING =
Action:	
Timing:	

EPISODE # 1034-209
Production :

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ADVENTURE TIME



Dialog:	(B) OKAY GUYS,
Action:	S.P.
Timing:	

EPISODE # 1034-209
Production :

ADVENTURE TIME

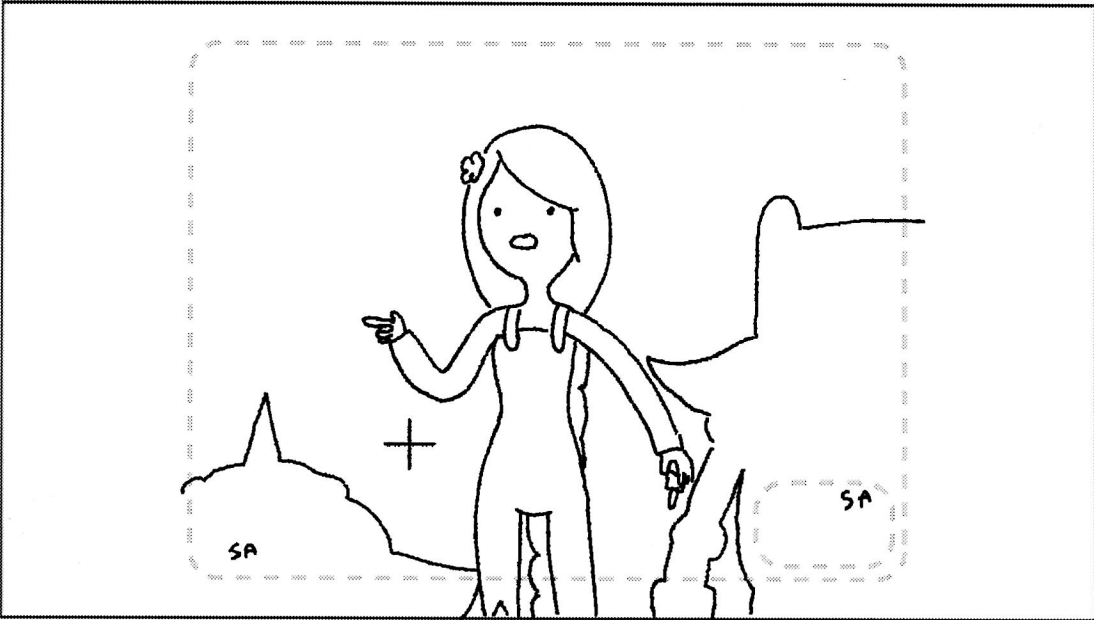


Sc. 134

Pnl. C

Bg.

day night

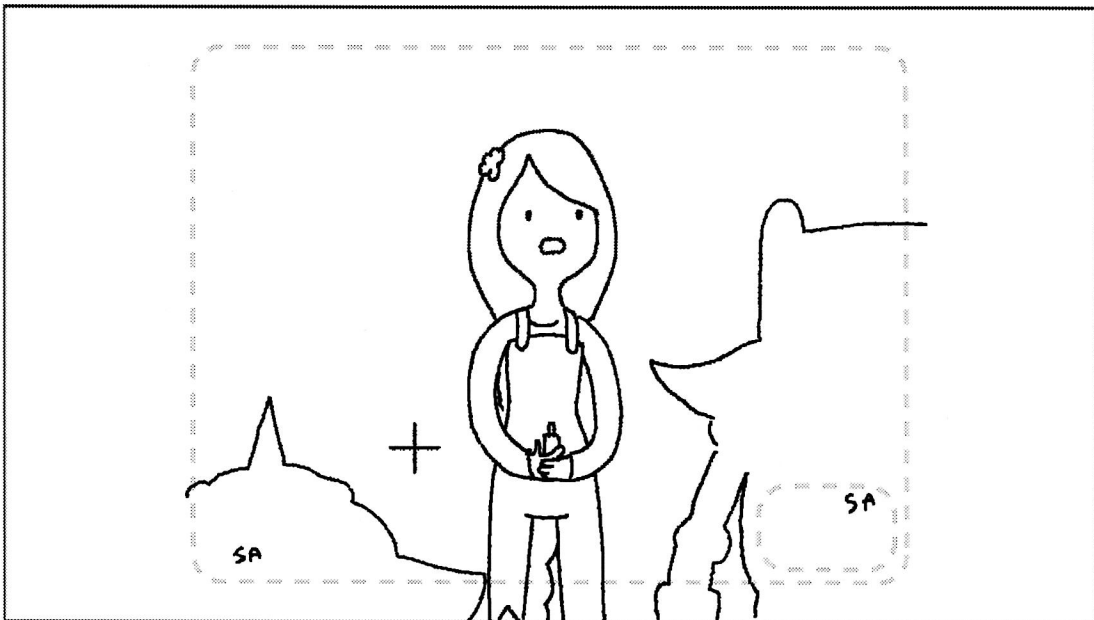


Sc. 134

Pnl. D

Bg.

day night



Dialog:

(B) NEDDY'S IN THIS CAVE.

(B) I KNOW BECAUSE MY BOD-ROD HERE IS CALIBRATED TO OUR SISTER/BROTHER BOND.

Action:

Timing:

1034-209

EPISODE #

Production :

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ADVENTURE TIME

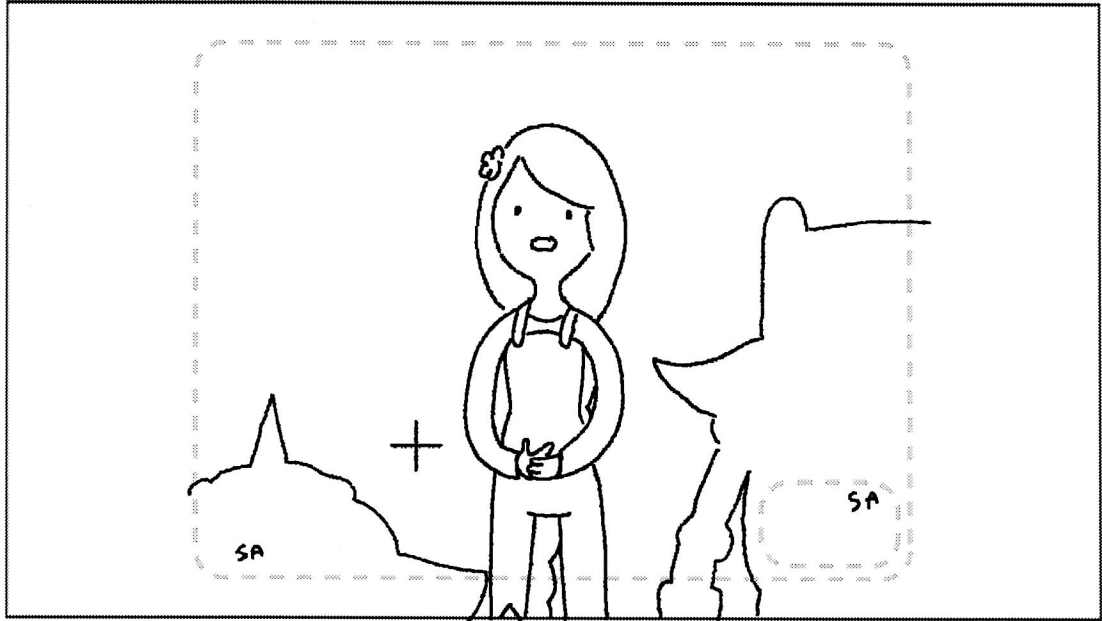


Sc. 134

Pnl. E

Bg.

day night

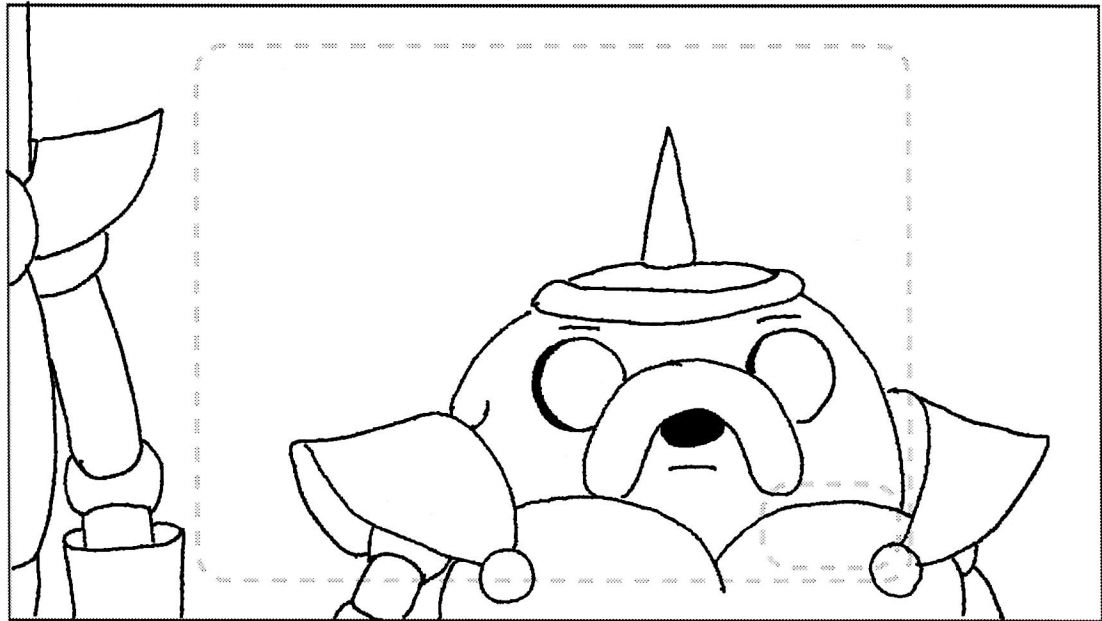


Sc. 135

Pnl. A

Bg.

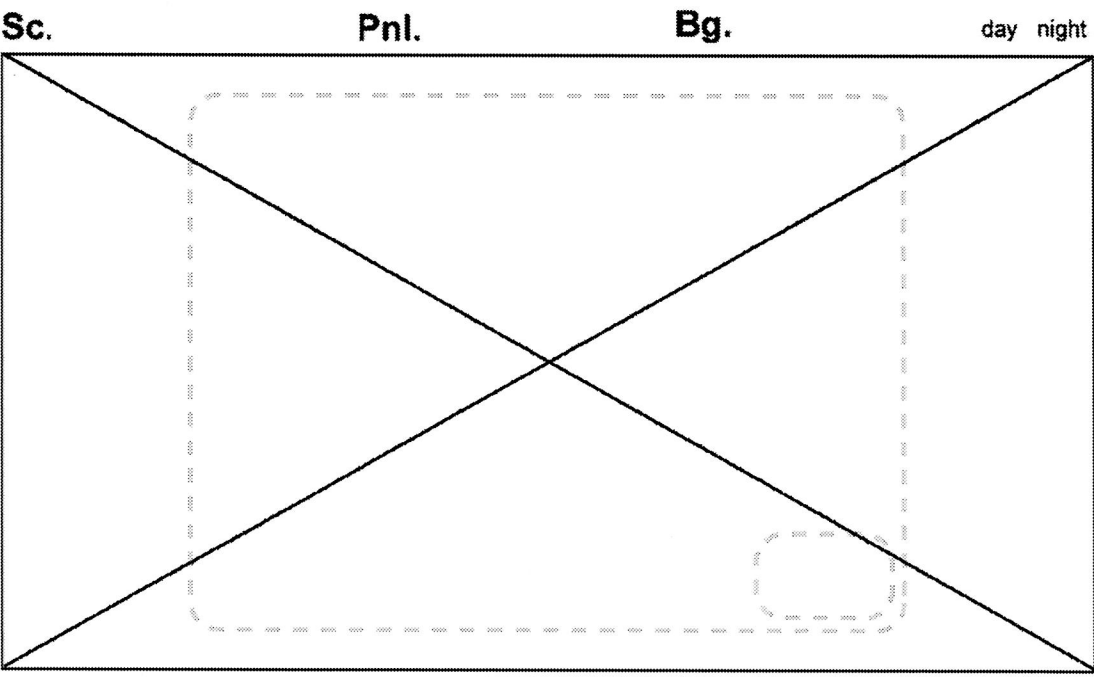
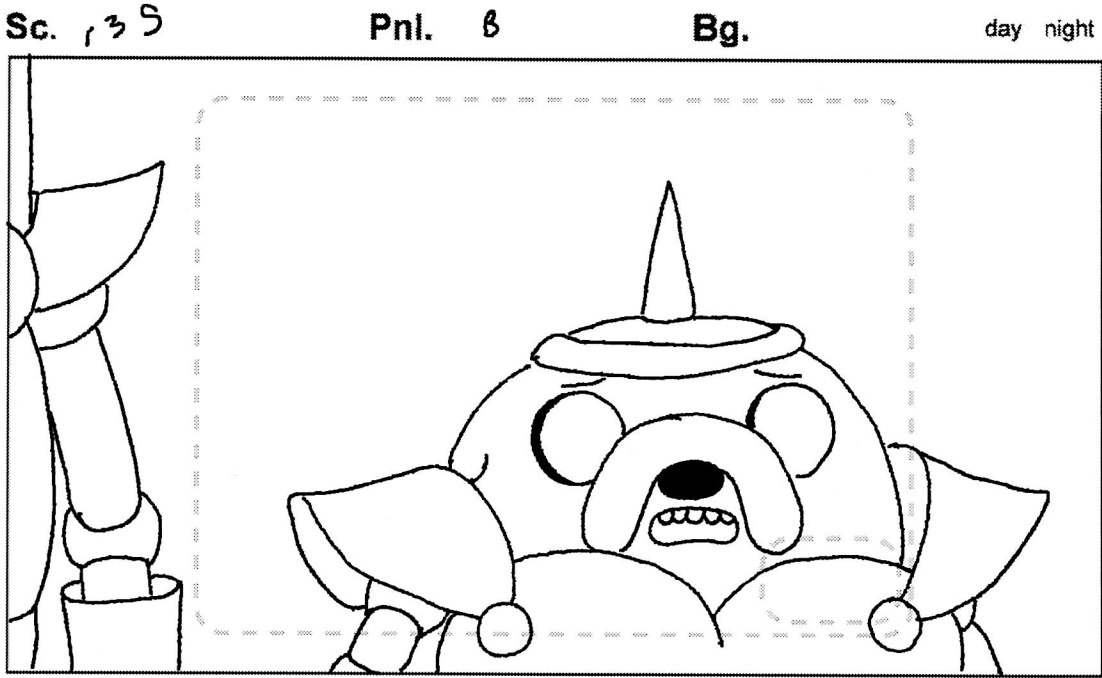
day night



Dialog:	
ⓑ / <u>NOW</u> , PEOPLE FRIGHTEN HIM,	ⓑ / (CONT) SO I'M GOING IN ALONE. IF HE TRIES TO RUN, <u>STOP HIM</u> .
Action:	
Timing:	

EPISODE # 1034-209
Production :

ADVENTURE TIME



Dialog:	① I DON'T THINK WE CAN. HE'S A GIANT DRA -
Action:	
Timing:	

EPISODE # 1034-209

Production :



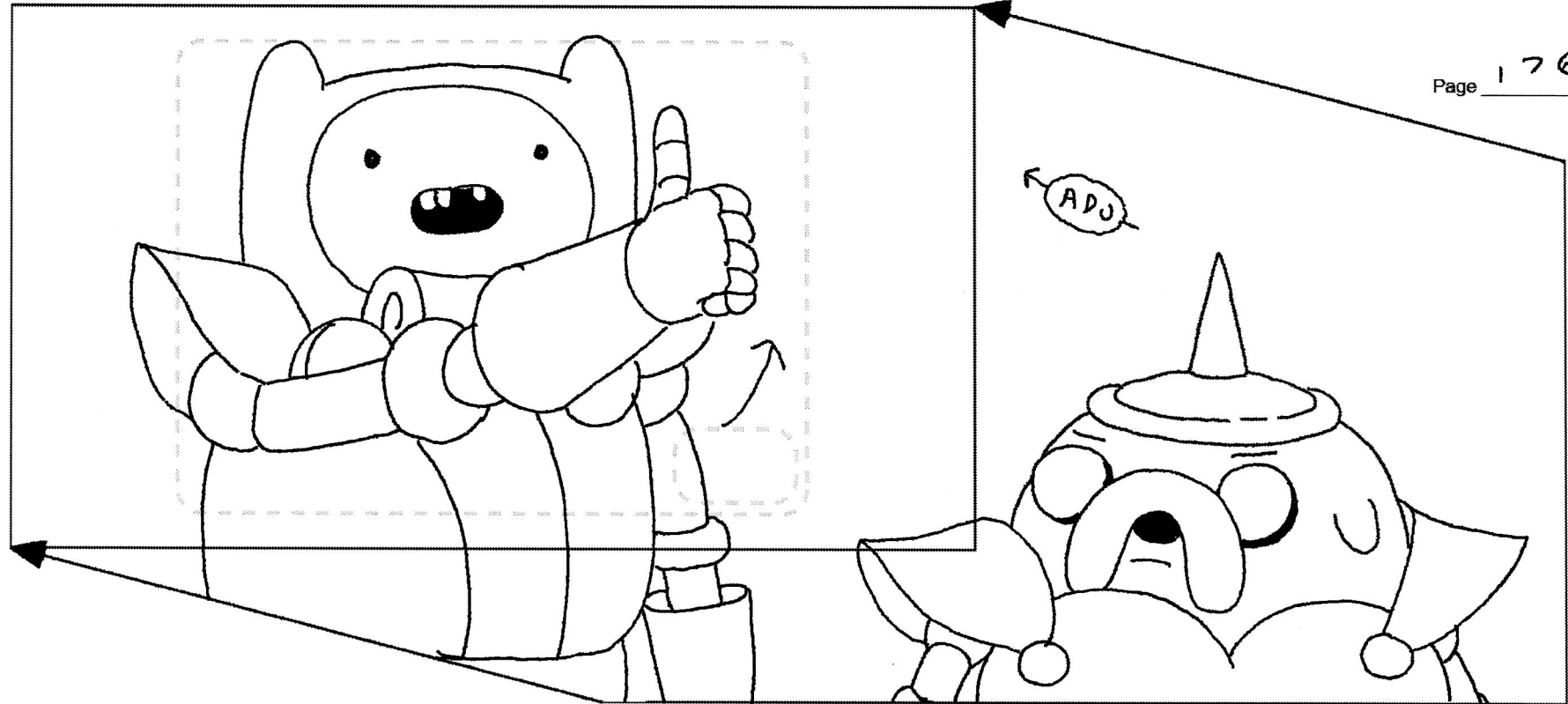
Sc. 135

Pnl. c

Bg.

day night

Page 176



Dialog:

YOLP!

Action:

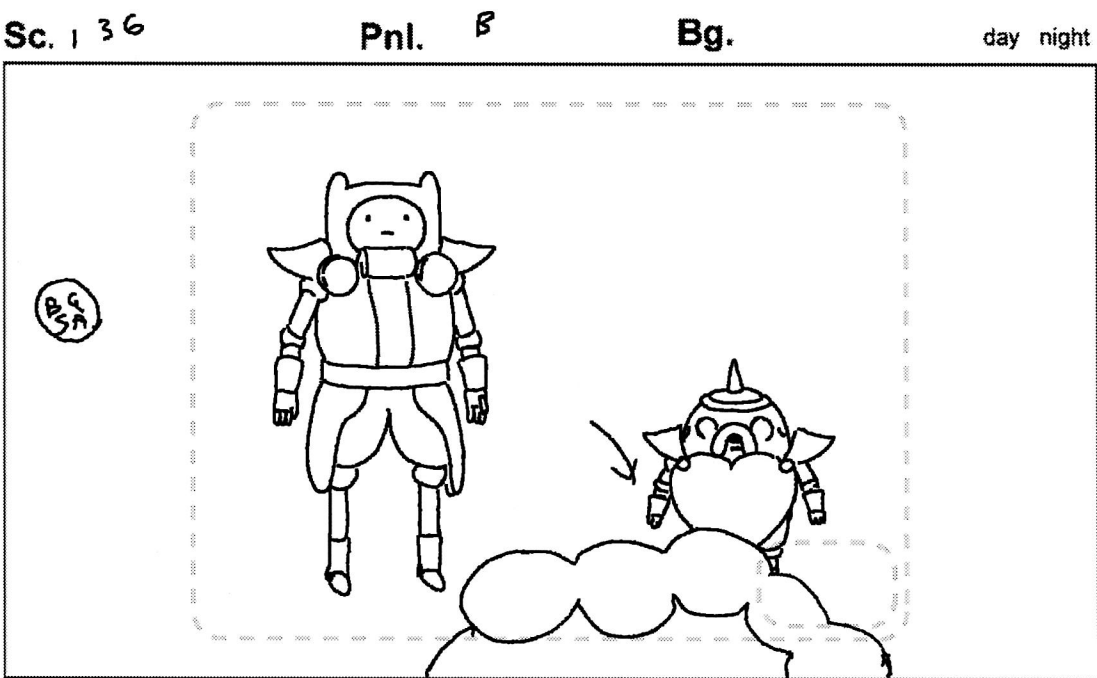
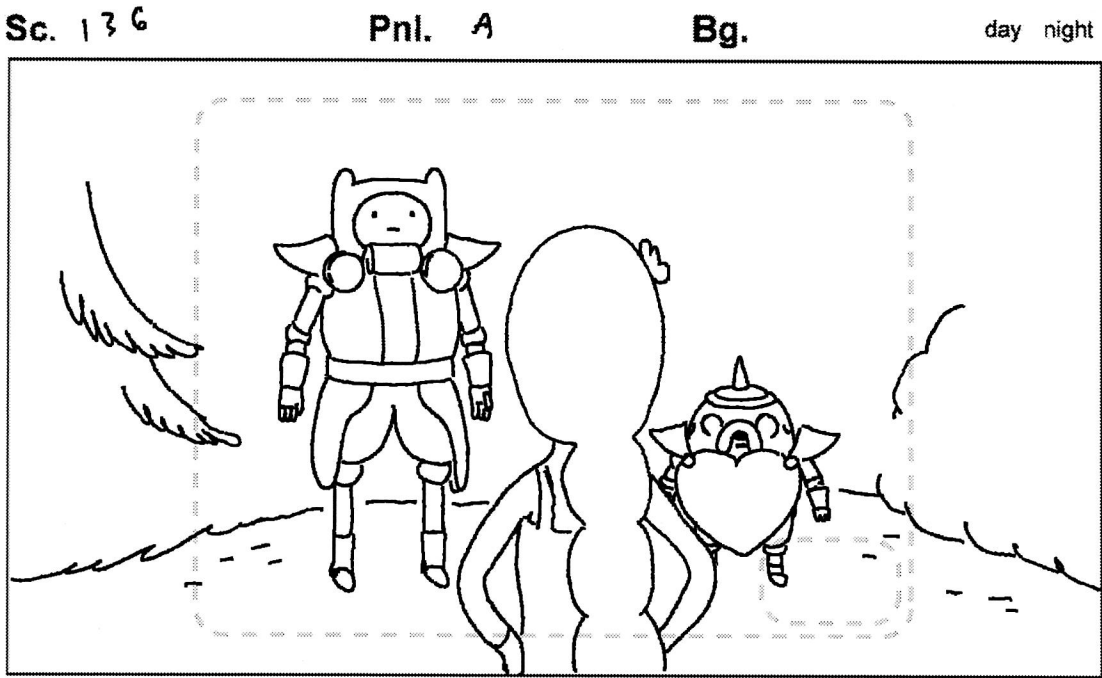
Timing:

EPISODE #
1034-209

Production :

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ADVENTURE TIME



Dialog:
② THANKS, GUYS.
Action:
Timing:

1034-209
EPISODE #
Production :

ADVENTURE TIME

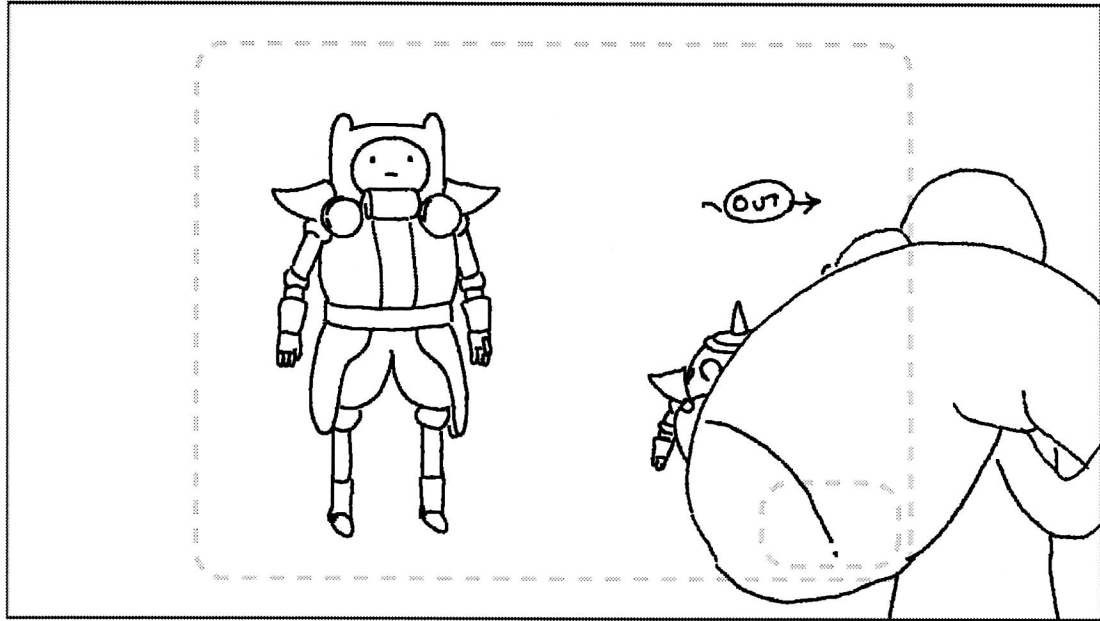


Sc. 136

Pnl. C

Bg.

day night

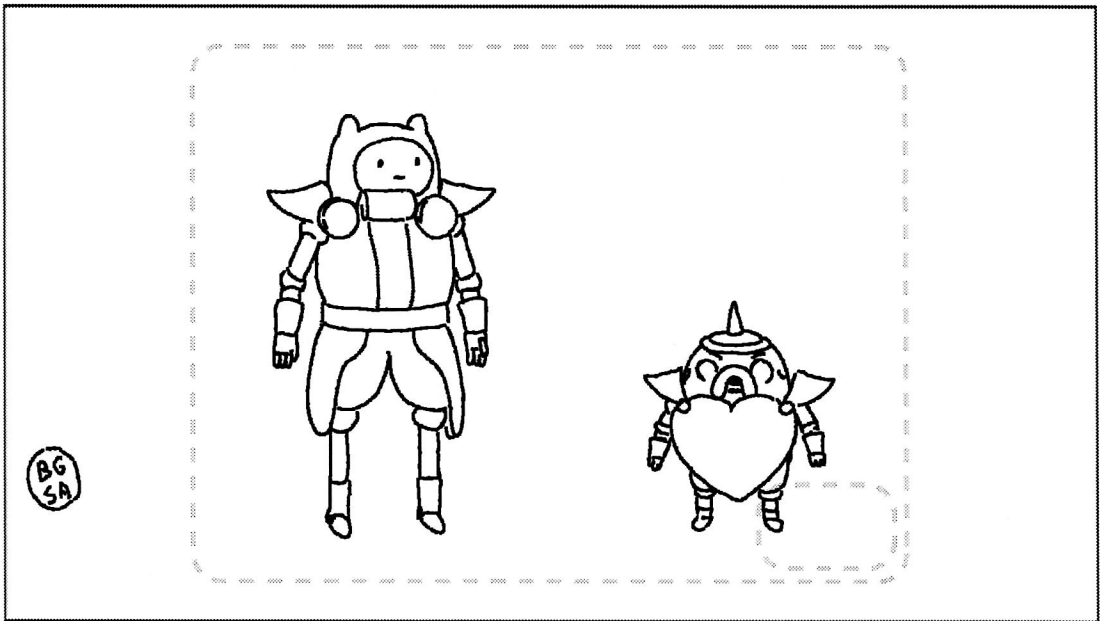


Sc. 136

Pnl. D

Bg.

day night



Dialog:

① = HEAVY SIGH
THIS

Action:

MEETS UP A BAG

Timing:

EPISODE # 1034-209
Production :

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ADVENTURE TIME

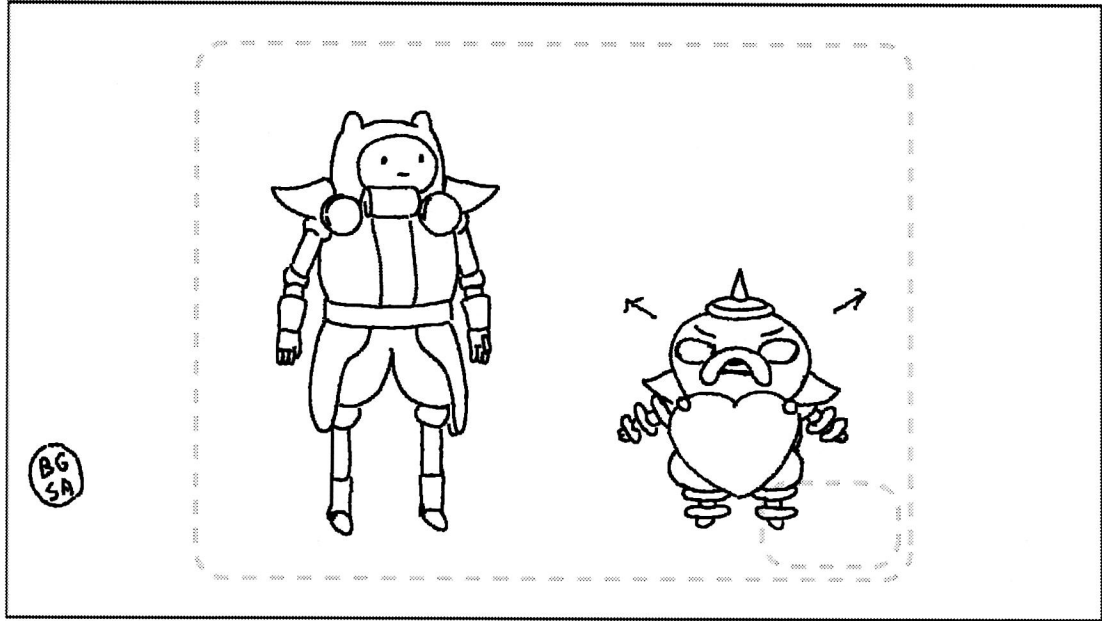


Sc. 136

Pnl. E

Bg.

day night

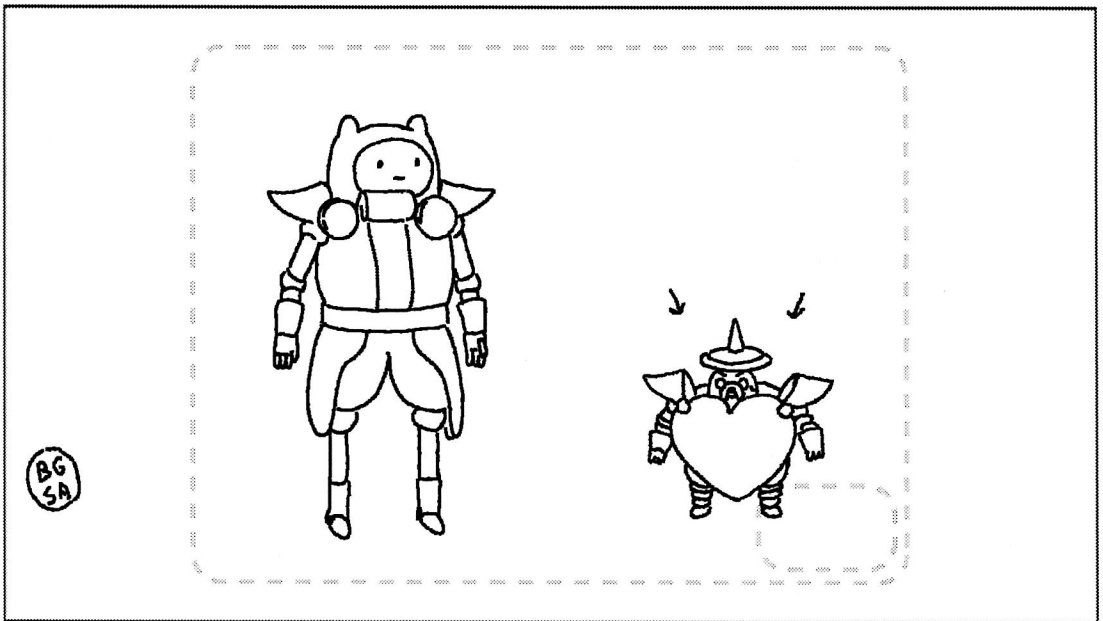


Sc. 136

Pnl. F

Bg.

day night



Dialog:

J/ . . . ARMOUR ...

. . . IS . . .

Action:

TRYING TO EXPAND THROUGH THE
CRACKS OF HIS SUIT.

Timing:

1034-209

EPISODE #

Production :

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ADVENTURE TIME

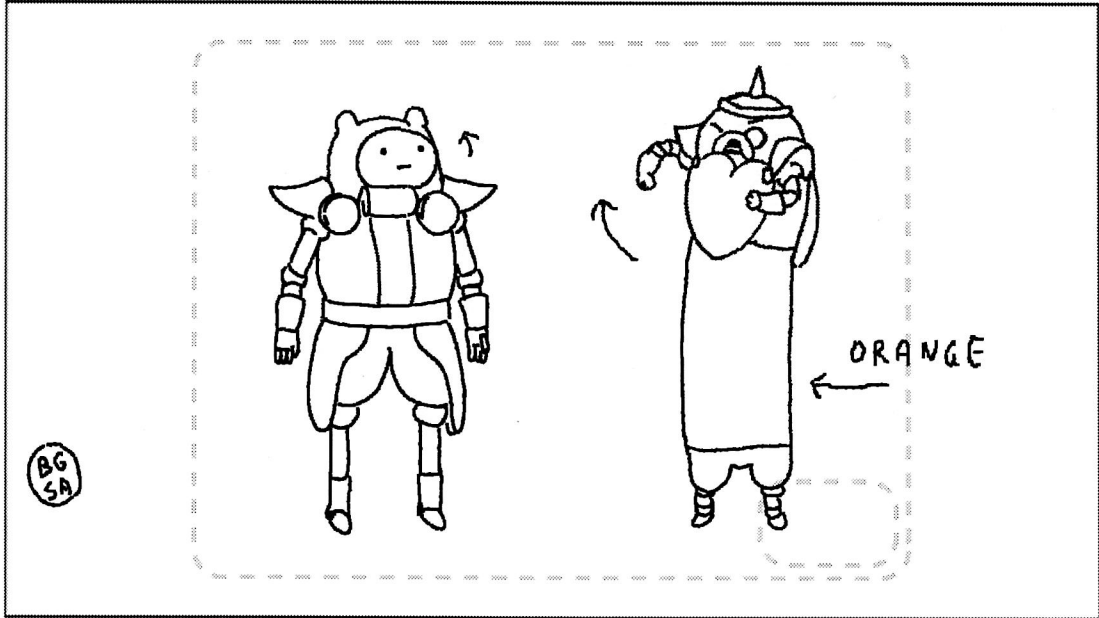


Sc. 136

Pnl. 6

Bg.

day night

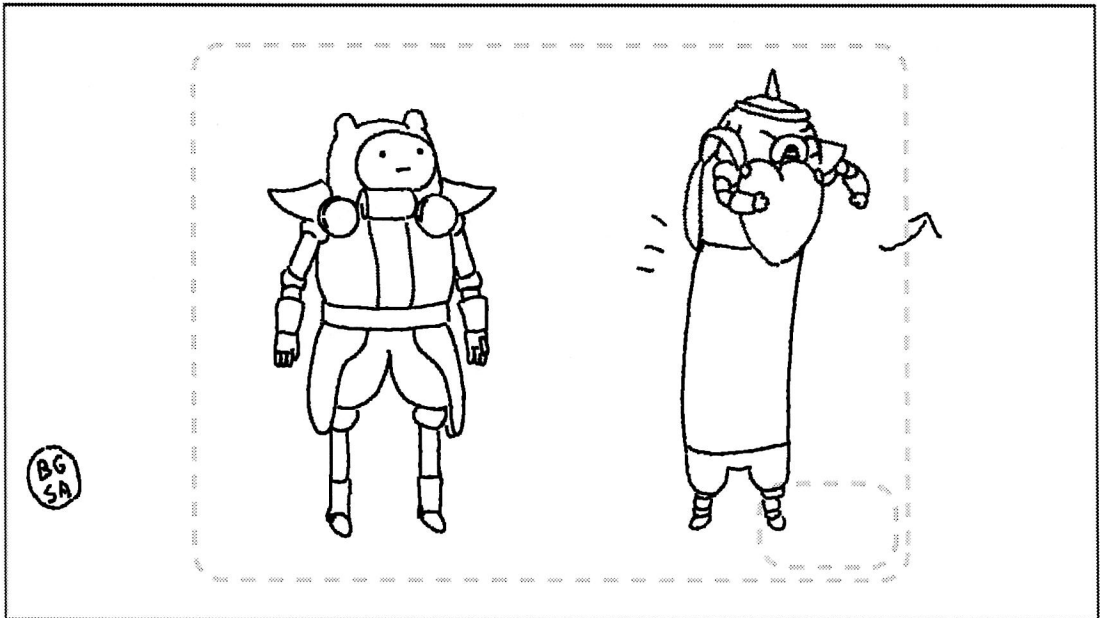


Sc. 136

Pnl. 11

Bg.

day night



Dialog:

(J)

.. DRIVIN' ME ..

(SFX) CRACK!

Action:

CRACKS BACK.

Timing:

1034-209

EPISODE #

Production :

ADVENTURE TIME

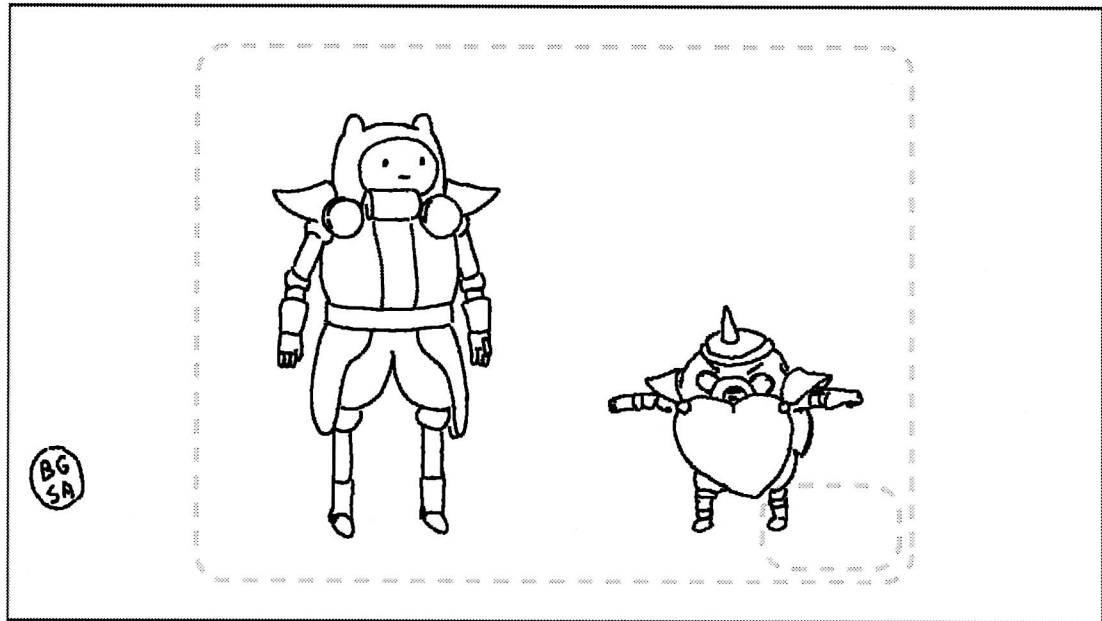


Sc. 136

Pnl. 1

Bg.

day night

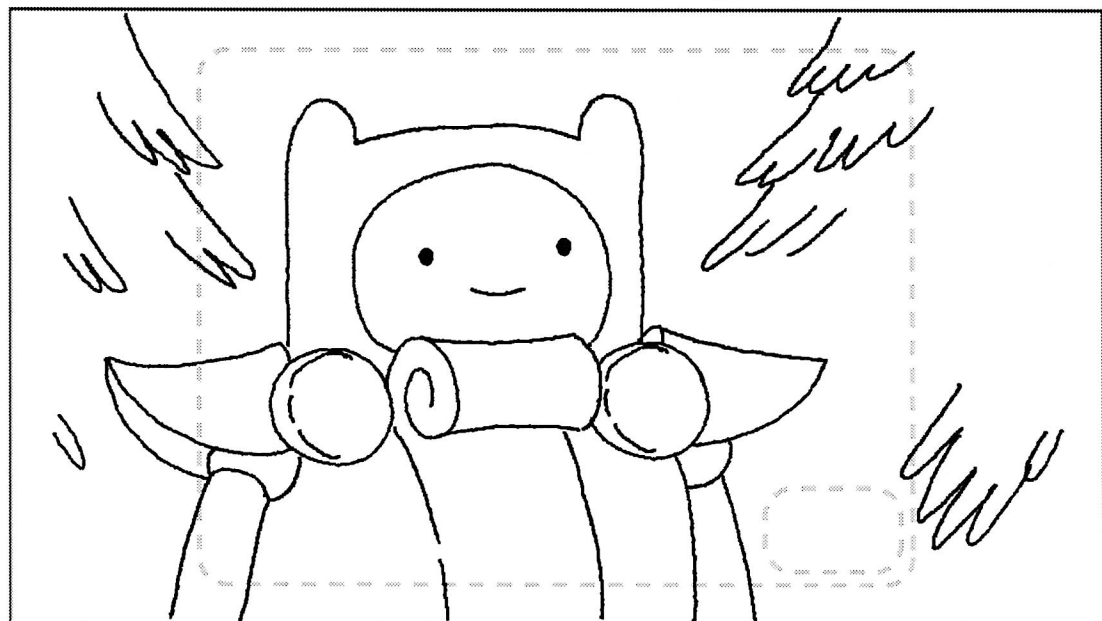


Sc. 137

Pnl. A

Bg.

day night



Dialog:
<p>o... <u>NUTS !!!!!</u></p>
Action:
Timing:

EPISODE # 1034-209
Production :

ADVENTURE TIME



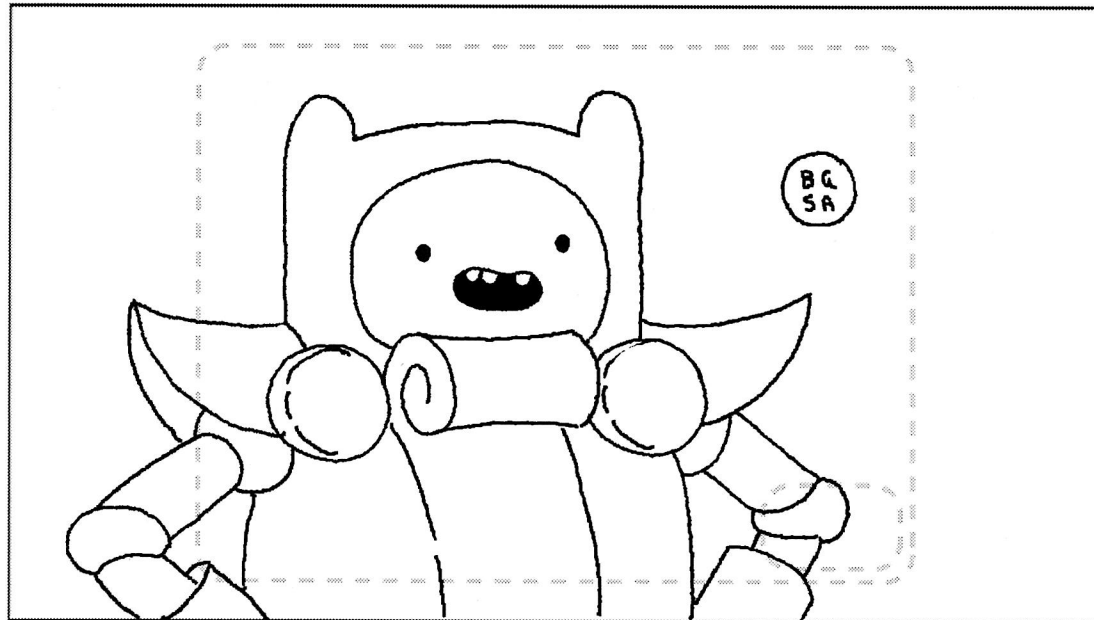
Page 182

Sc. 137

Pnl. 8

Bg.

day night

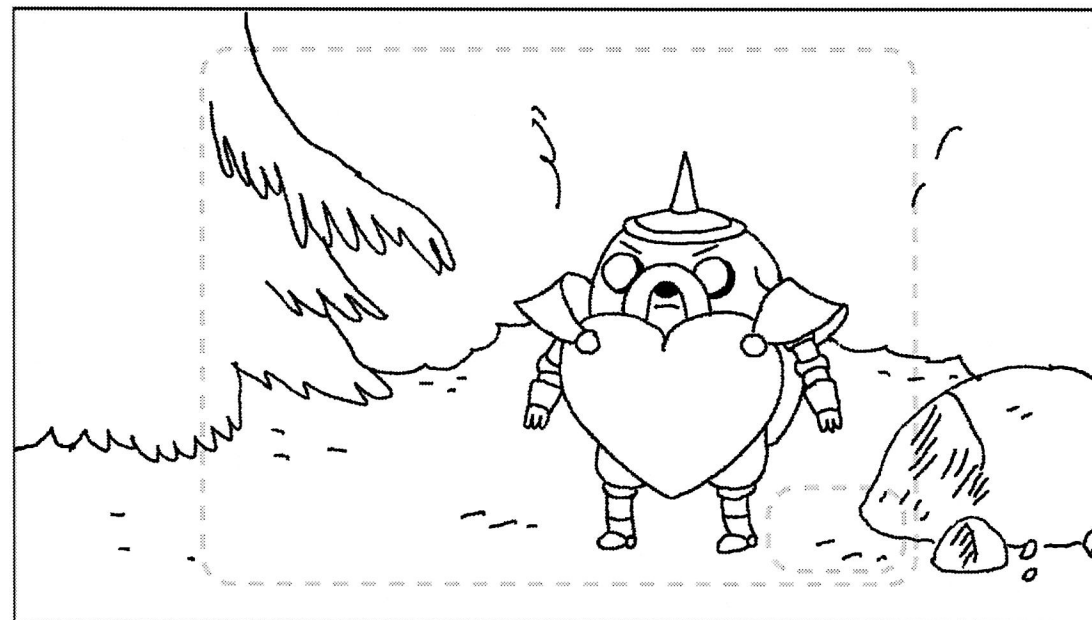


Sc. 138

Pnl. A

Bg.

day night



Dialog:

⑤ NO WAY! I CHANGED MY MIND! I FEEL
LIKE A FANCY SHIELD! OR IF I WAS
LIKE A DANGEROUS CANDLESTICK! LIKE,
A KNIGHT'S CANDLESTICK!

Action:

Timing:

Production :

EPISODE #

1034-209

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ADVENTURE TIME



Sc. 138

Pnl. B

Bg.

day night

Sc. 138

Pnl. C

Bg.

day night

Dialog:
J YEAH I CHANGED MY MIND TOO.
YOU DON'T STRETCH, MAN. THIS
THING'S CRAMPIN' MAH CRIMPS!

Action:

Timing:

EPISODE # 1034-209

Production :

ADVENTURE TIME

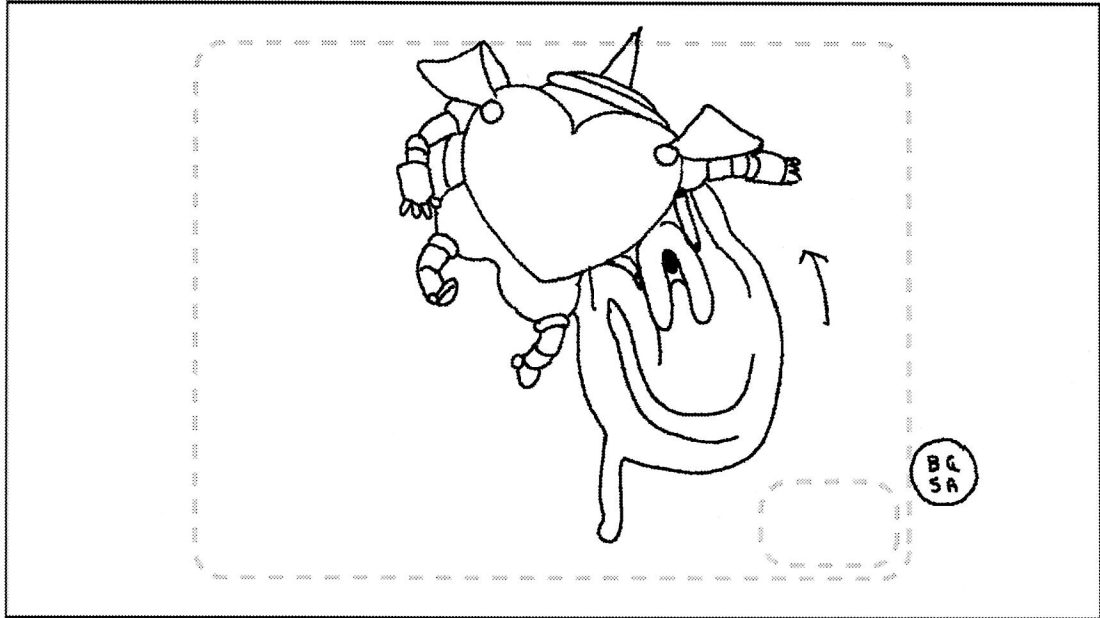


Sc. 138

Pnl. D

Bg.

day night

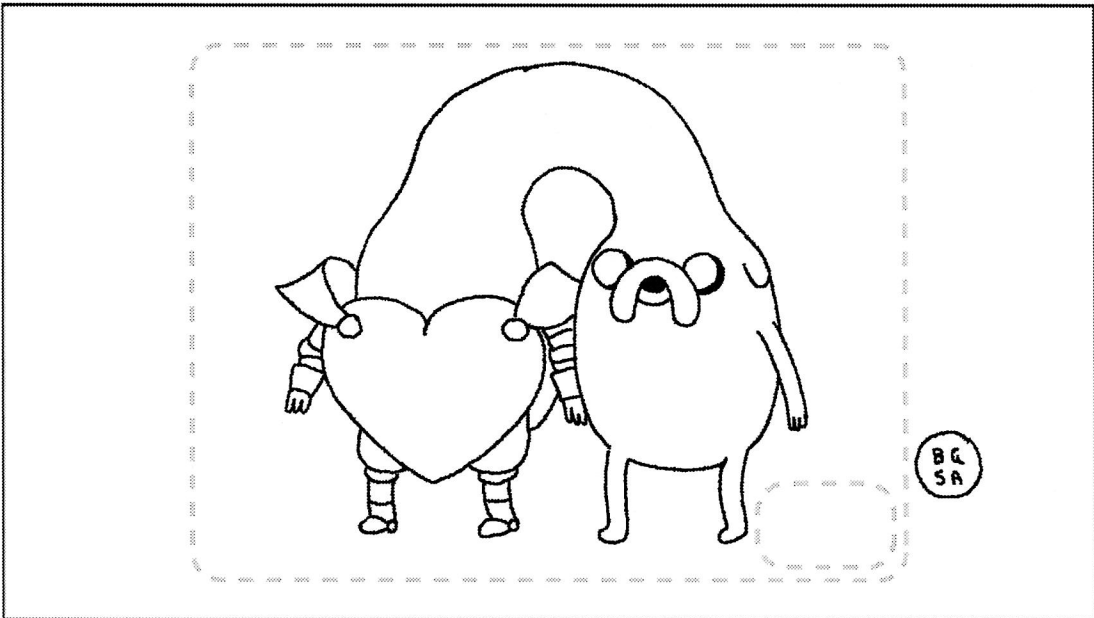


Sc. 138

Pnl. E

Bg.

day night



Dialog:

U/ X J K L E G F X V

Action:

= BEAT =

Timing:

1034-209

EPISODE #

Production :

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ADVENTURE TIME

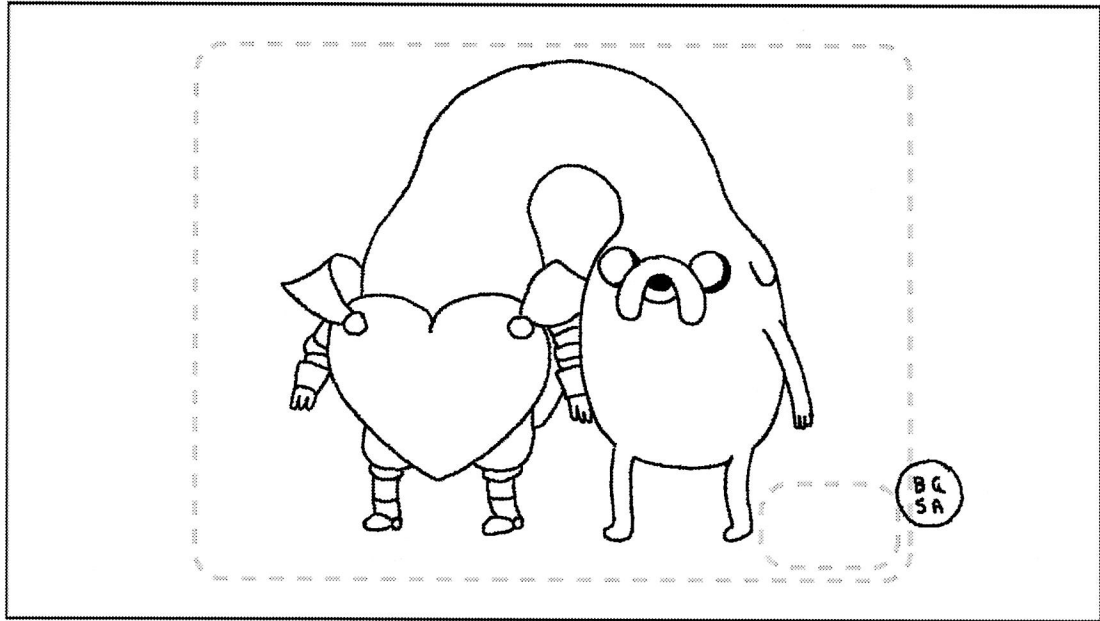


Sc. 138

Pnl. F

Bg.

day night

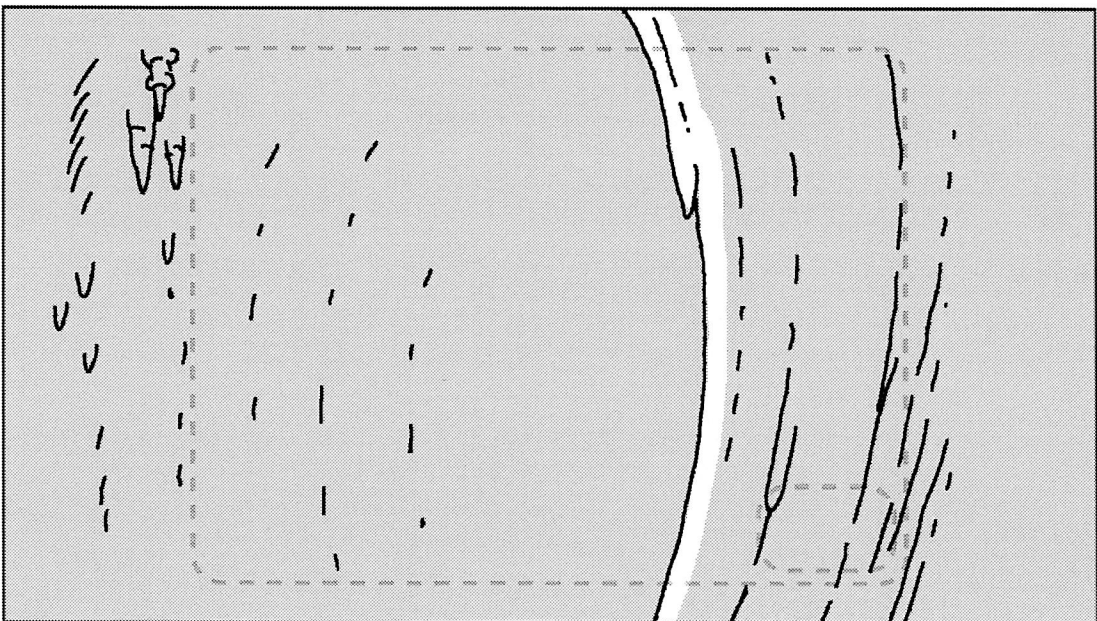


Sc. 139

Pnl. A

Bg.

day night



Dialog:

F(c.o.s.) DUPE I DON'T LIKE THAT.

Action:

Timing:

EPISODE # 1034-209
Production :

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ADVENTURE TIME



Sc. 139 Pnl. 4 Bg. day night

Sc. 139 Pnl. 6 Bg. day night

Dialog:

Action:

Timing:

EPISODE # 1034-209

Production :

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ADVENTURE TIME

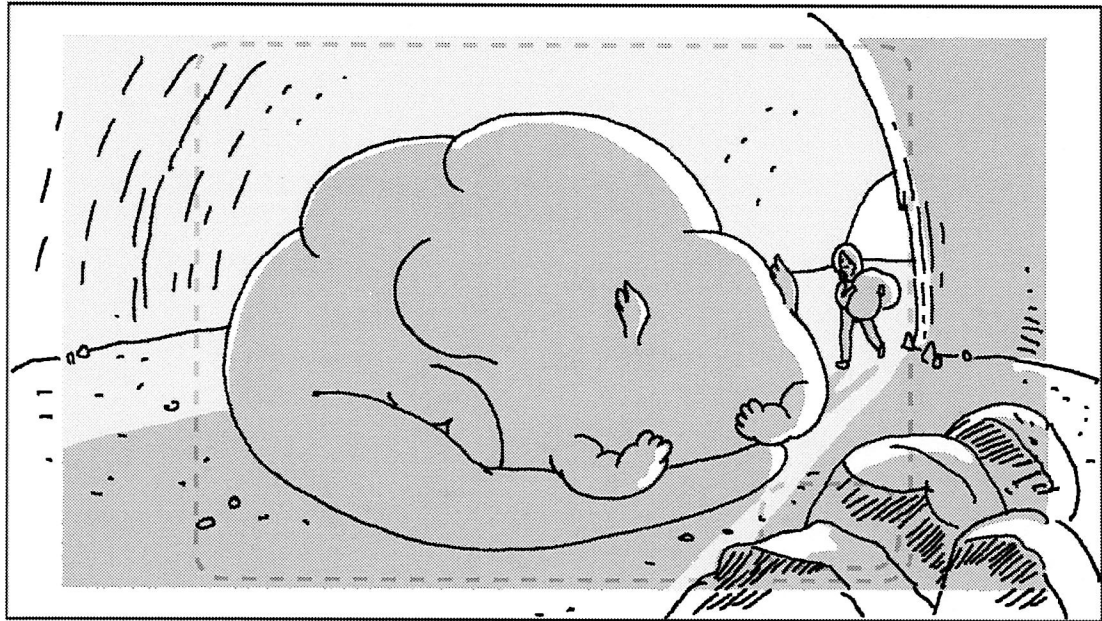


Sc. 140

Pnl. A

Bg.

day night

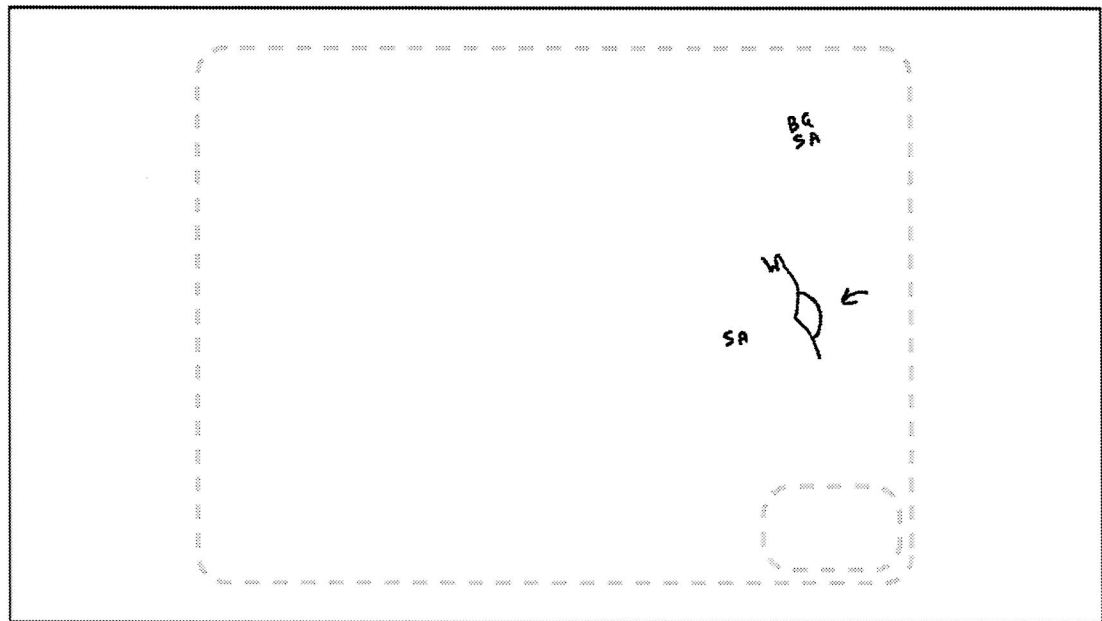


Sc. 140

Pnl. B

Bg.

day night



Dialog:
Action:
Timing:

STEPS BEHIND NEDDY.

EPISODE # 1034-209
Production :

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ADVENTURE TIME

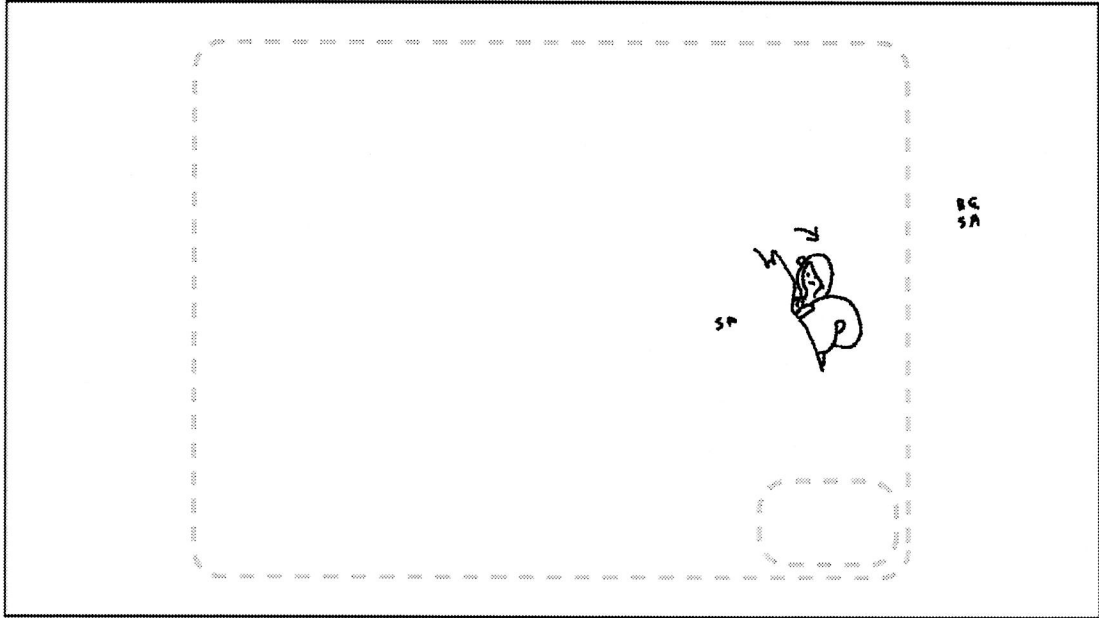


Sc. 140

Pnl. c

Bg.

day night

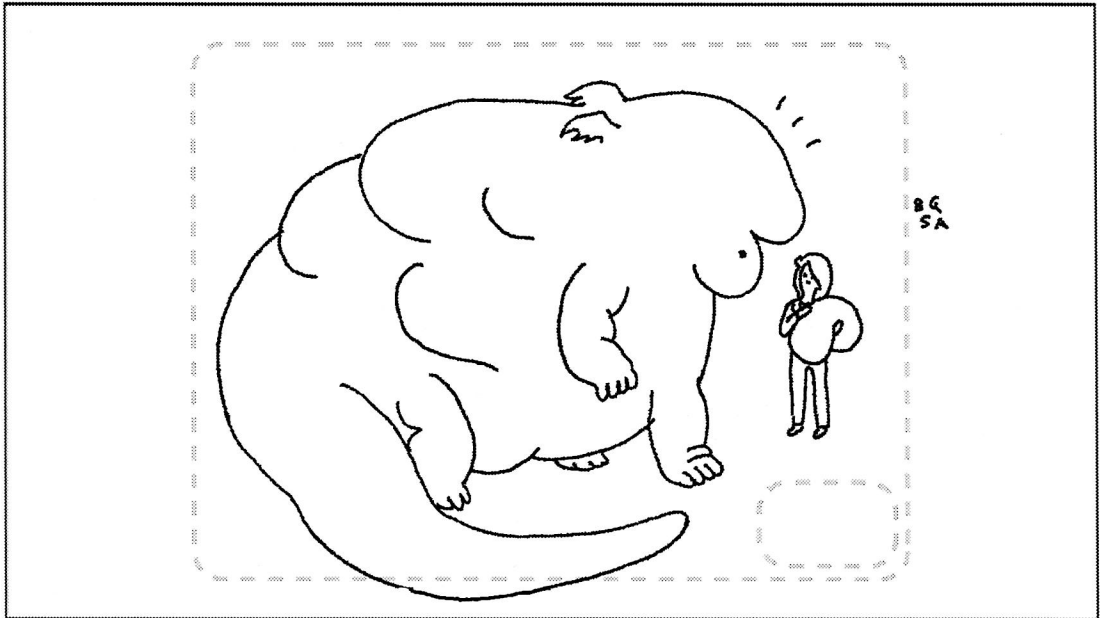


Sc. 140

Pnl. D

Bg.

day night



Dialog:

(N) = GASP !

Action:

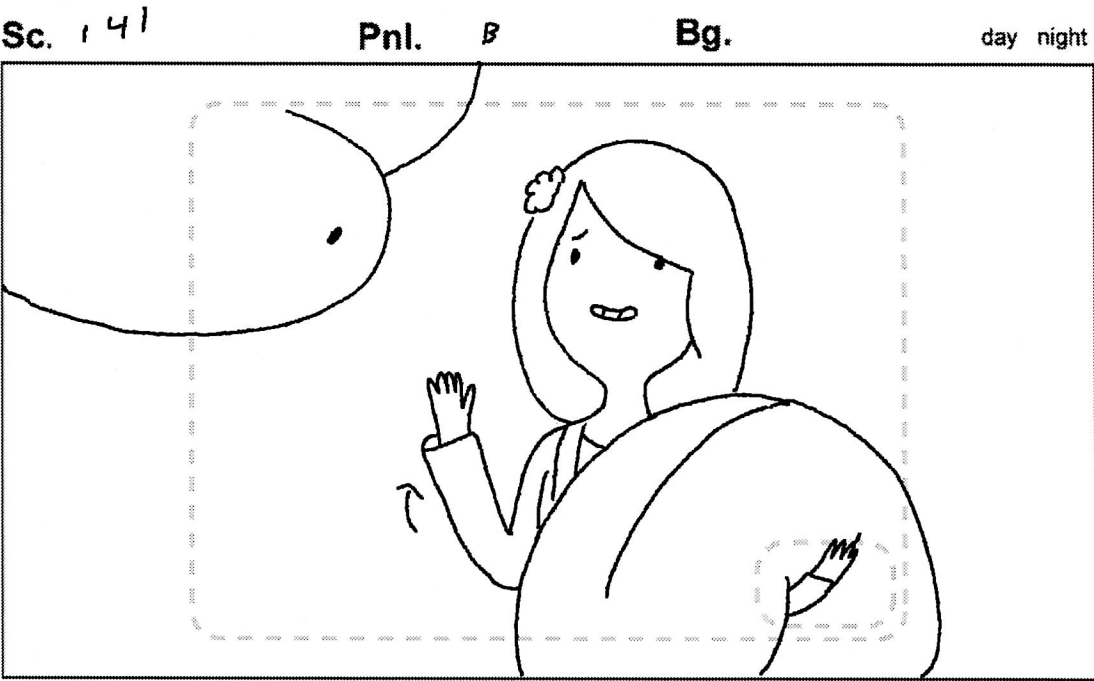
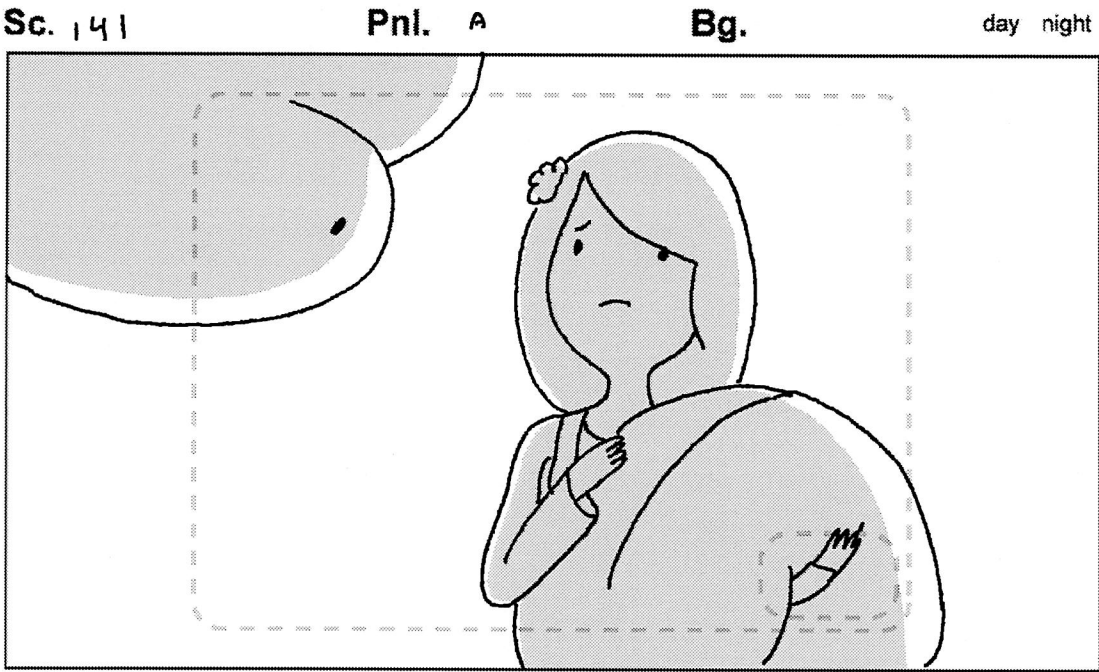
PEAKS AROUND, LIKE SHE
DID AS A BABY.

Timing:

EPISODE # 1034-209
Production :

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ADVENTURE TIME



Dialog:
Action:
Timing:

EPISODE # 1034-209
Production :

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ADVENTURE TIME

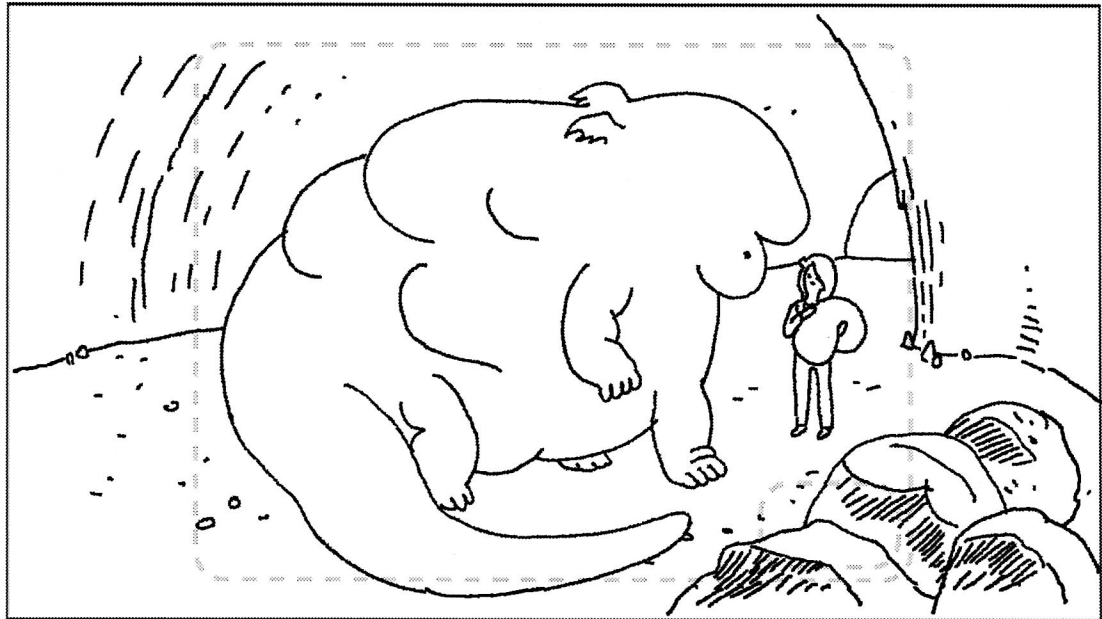


Sc. 142

Pnl. A

Bg.

day night

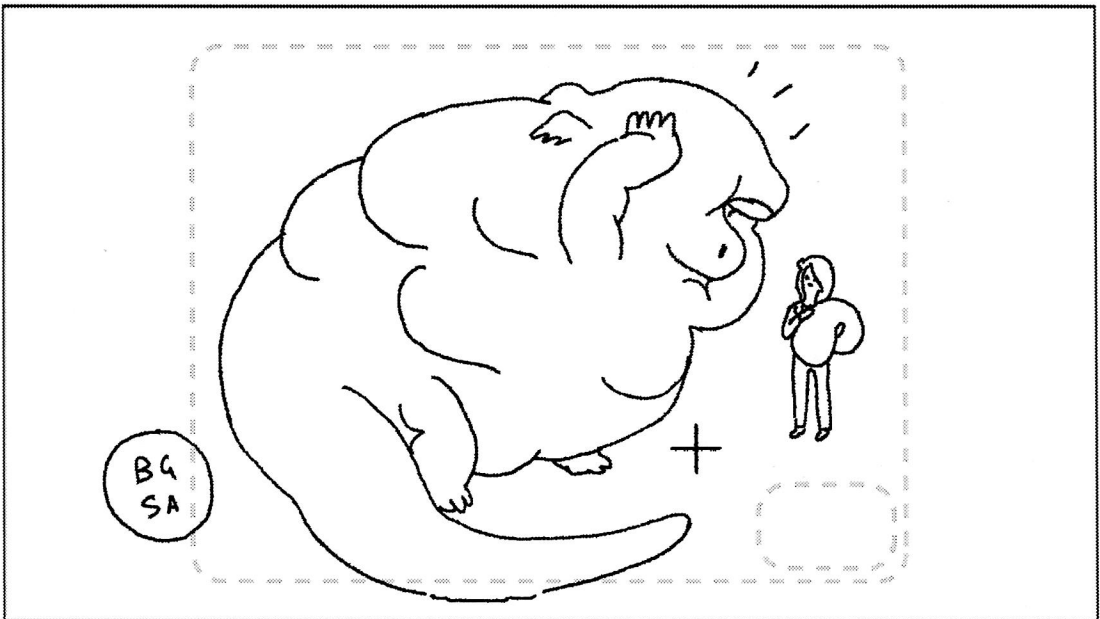


Sc. 142

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:



1034-209

EPISODE #

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ADVENTURE TIME

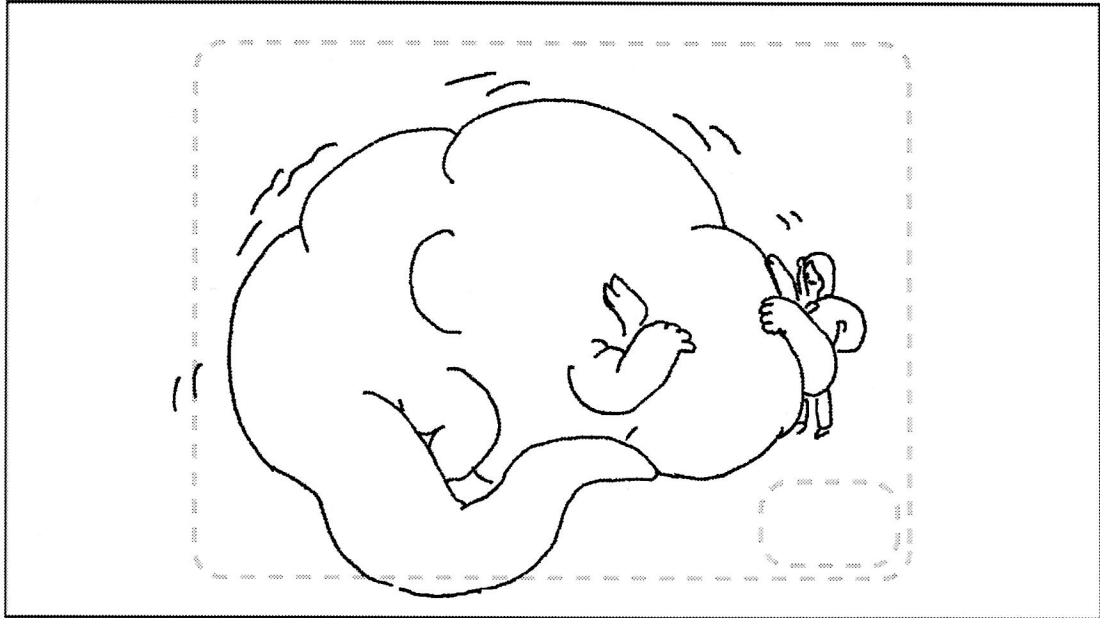


Sc. 142

Pnl. c

Bg.

day night

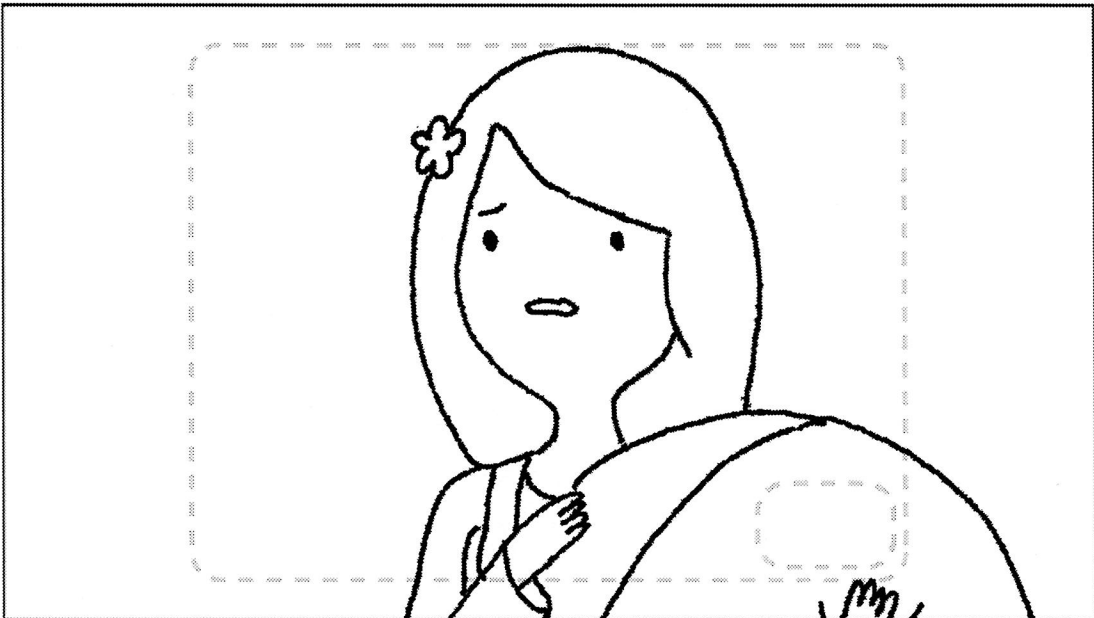


Sc. 143

Pnl. A

Bg.

day night



Dialog:

Ⓑ/ NEDDY, YOU SWEET WEIRDO.

Action:

NEDDY SHIVERING WITH ANXIETY.

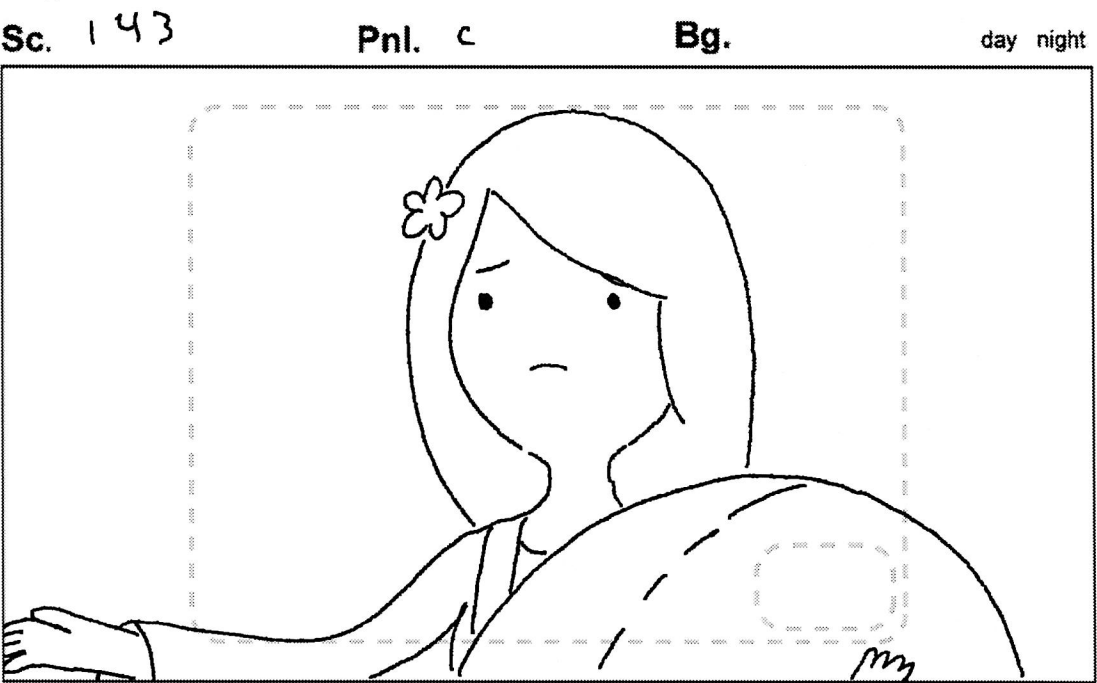
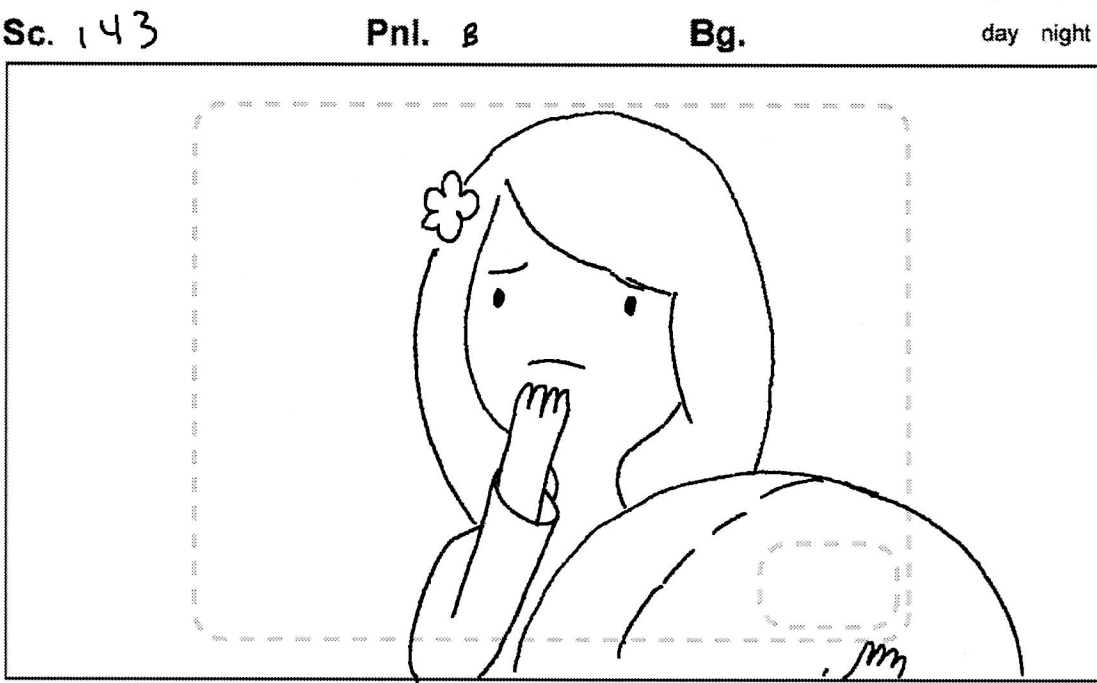
Timing:

Production :

EPISODE #

1034-209

ADVENTURE TIME



Dialog:
Action:
Timing:

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ADVENTURE TIME

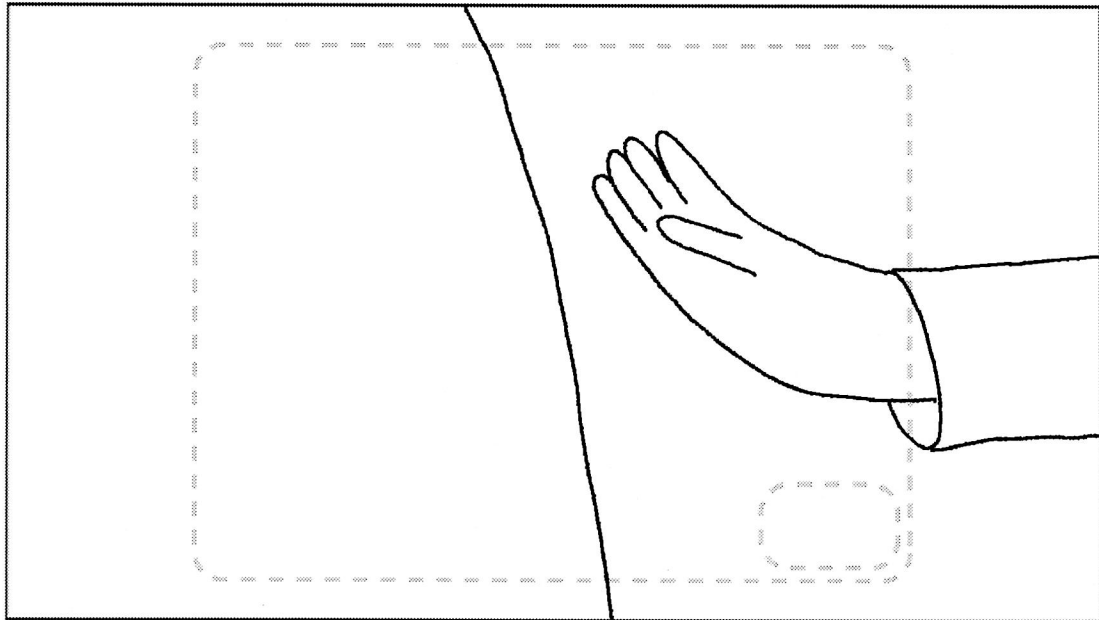


Sc. 144

Pnl. A

Bg.

day night

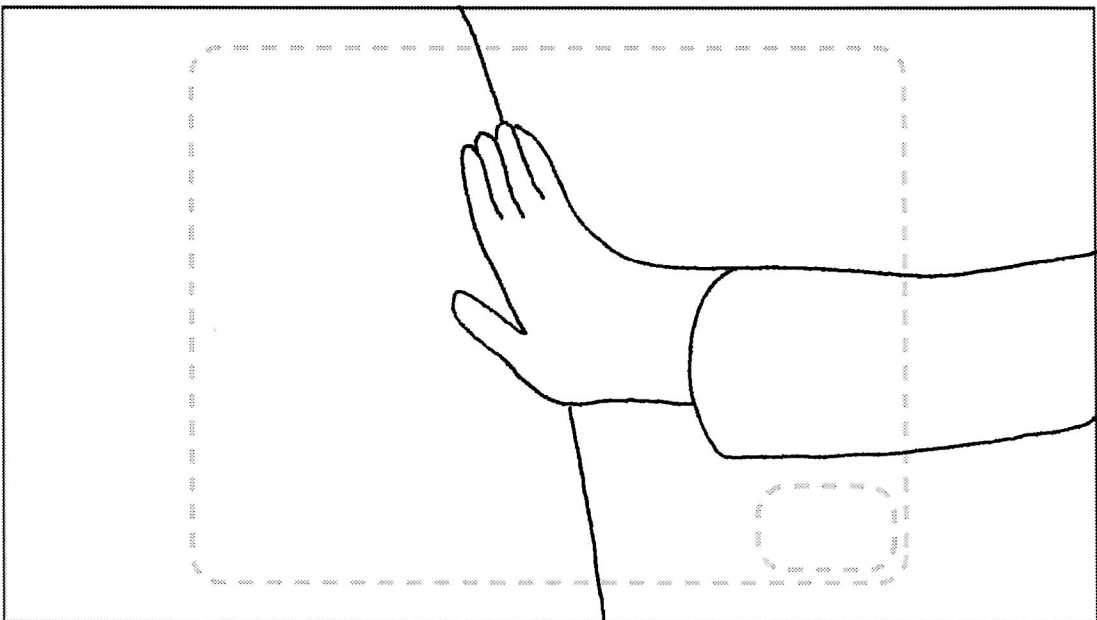


Sc. 144

Pnl. B

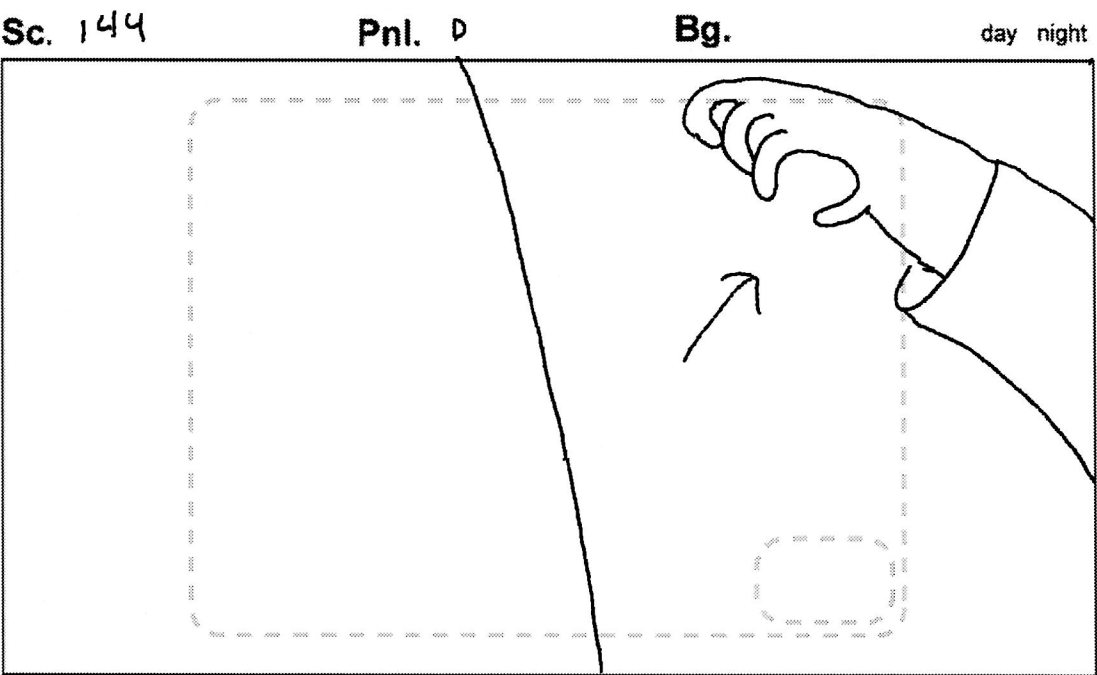
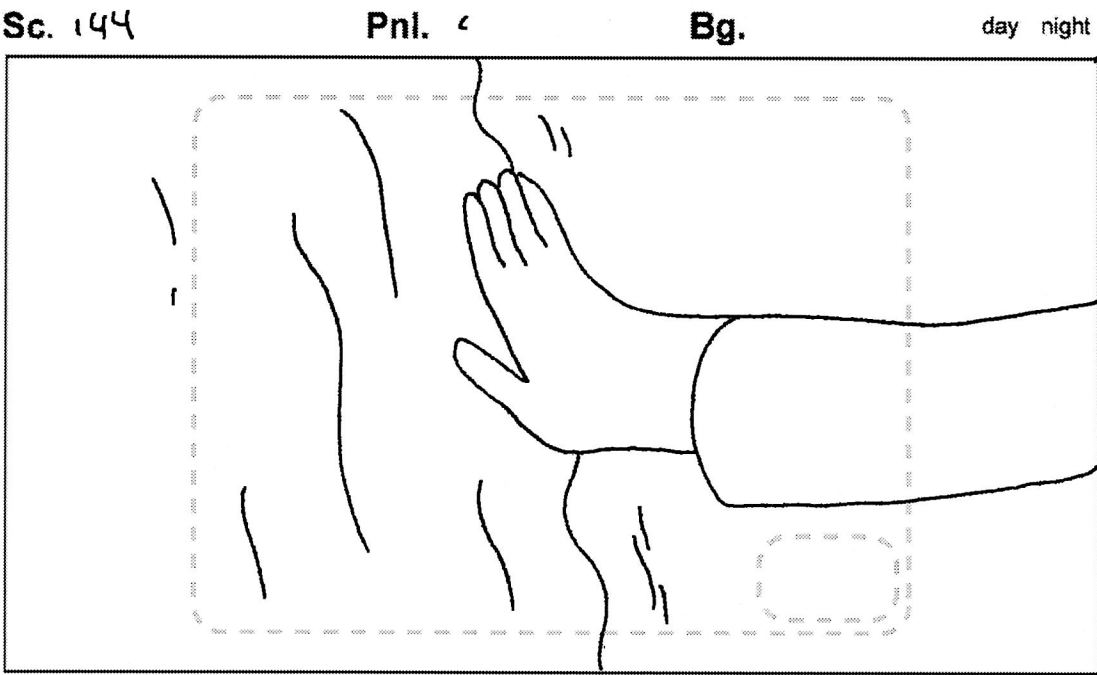
Bg.

day night



Dialog:
Action:
Timing:

ADVENTURE TIME



Dialog:
Action: <p>QUIVERS LIKE A HORSE'S SKIN.</p> <p>BONNIE RECOILS.</p>
Timing:

ADVENTURE TIME

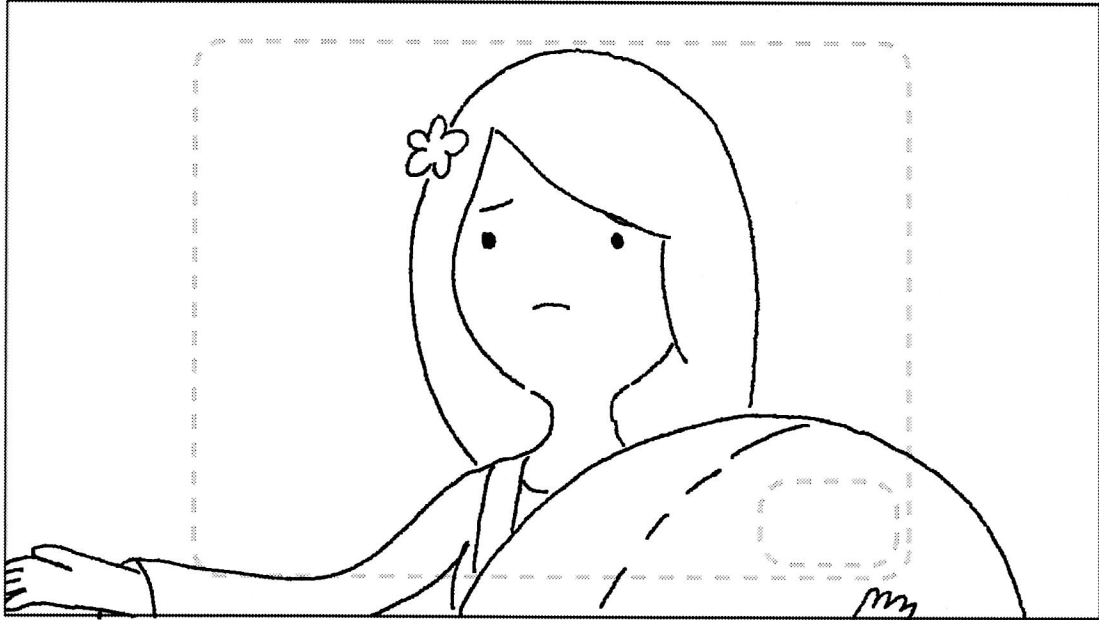


Sc. 145

Pnl. A

Bg.

day night

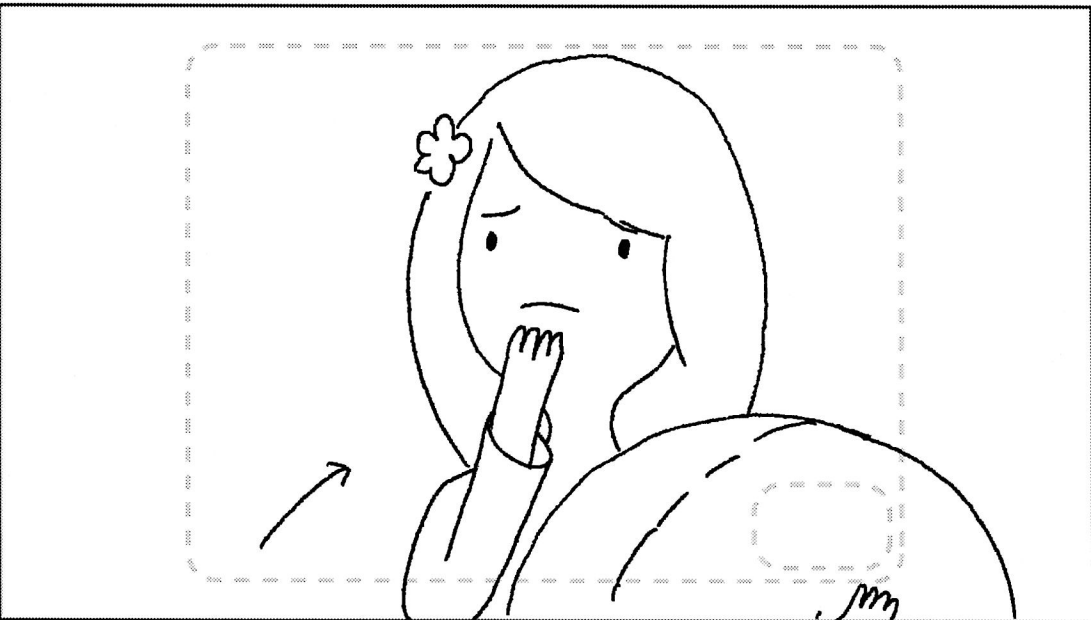


Sc. 145

Pnl. B

Bg.

day night



Dialog:
Action:
Timing:

S.P.

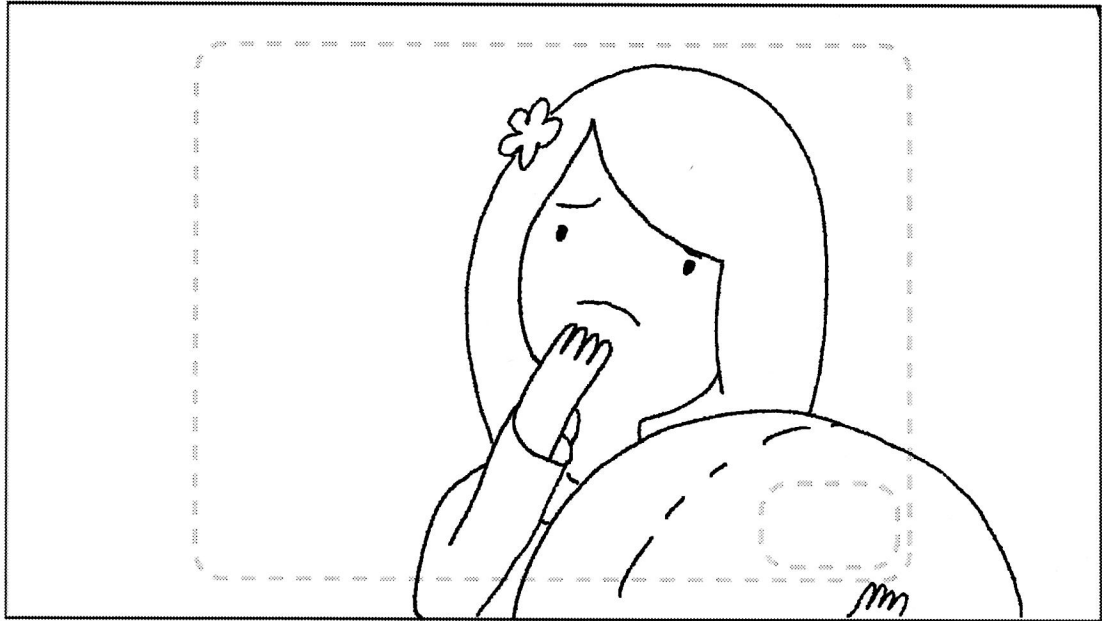
1034-209
EPISODE #
Production :

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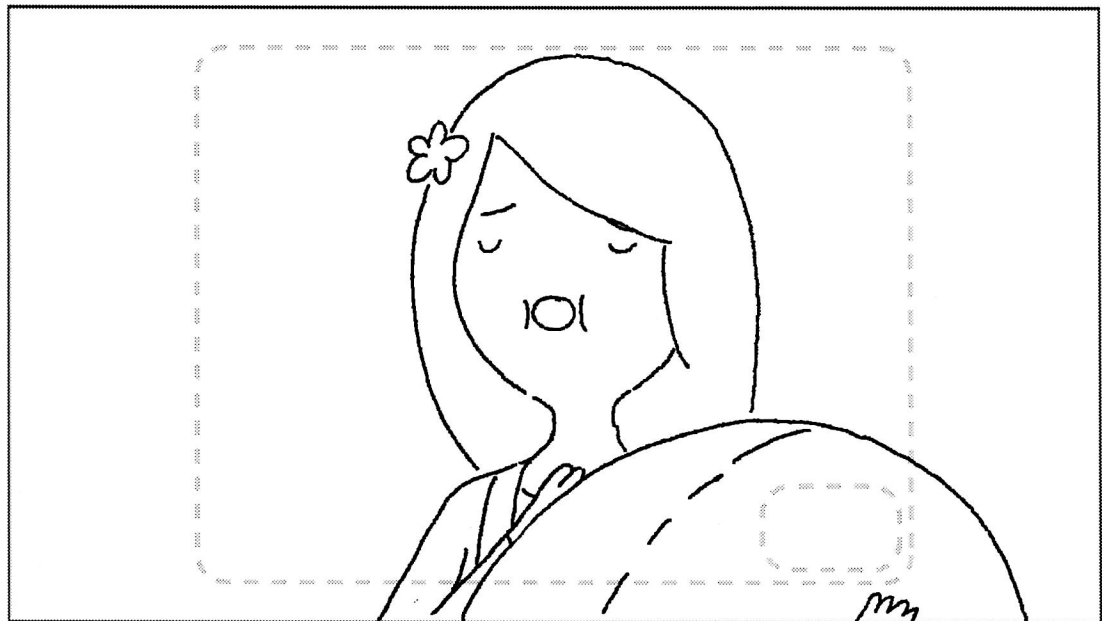
ADVENTURE TIME



Sc. 145 Pnl. C Bg. day night



Sc. 145 Pnl. D Bg. day night

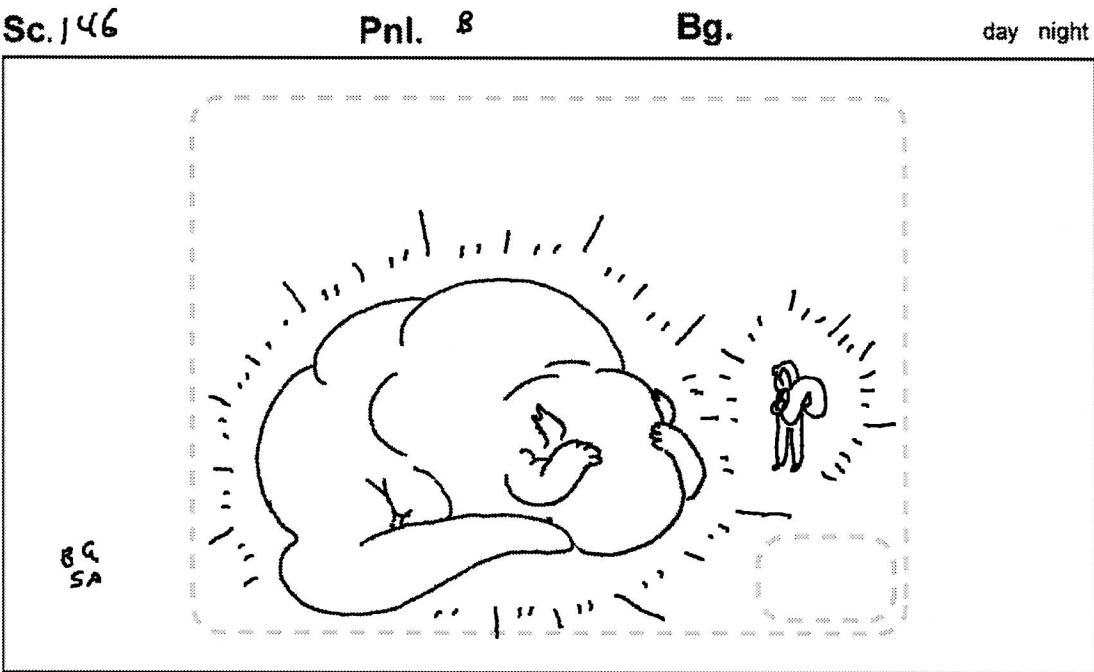
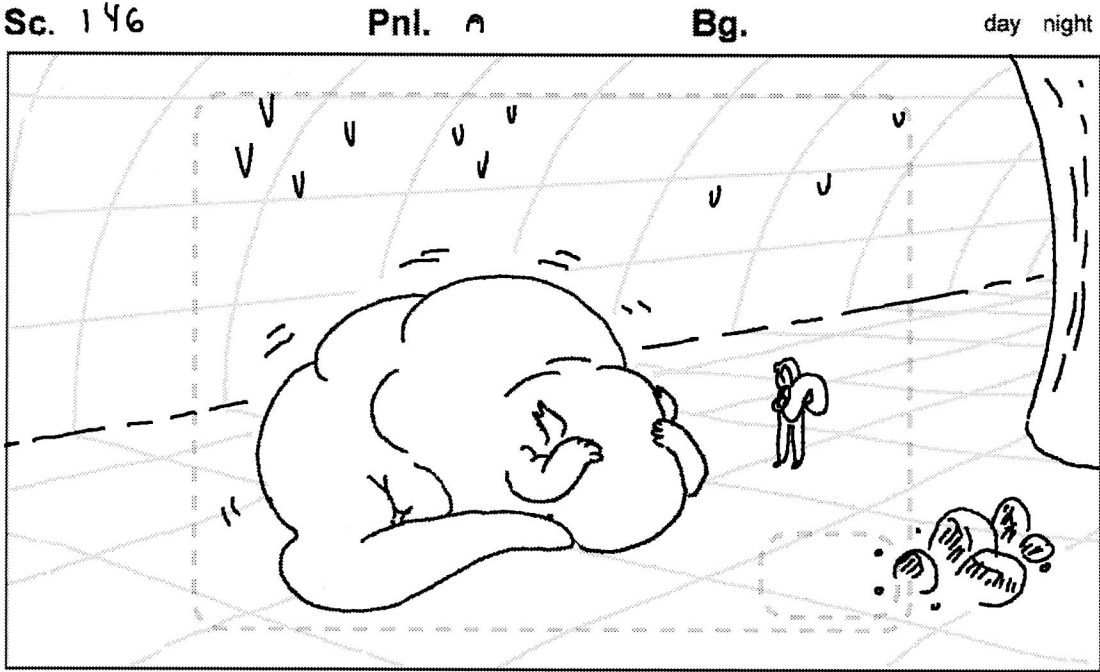


Dialog:	BONNIE STARTS SINGING THE SAME SONG A BEFORE.
Action:	
Timing:	

EPISODE # 1034-209
Production :

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ADVENTURE TIME



Dialog:
Action:
Timing:

SHAKING.

THEY START GLOWING.

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ADVENTURE TIME

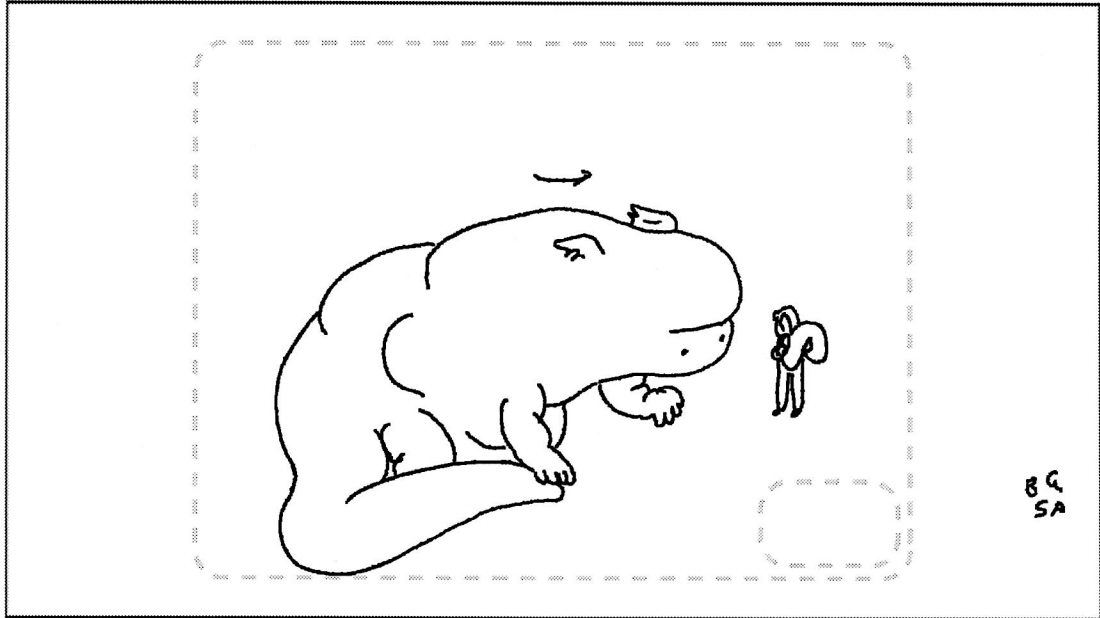


Sc. 146

Pnl. C

Bg.

day night

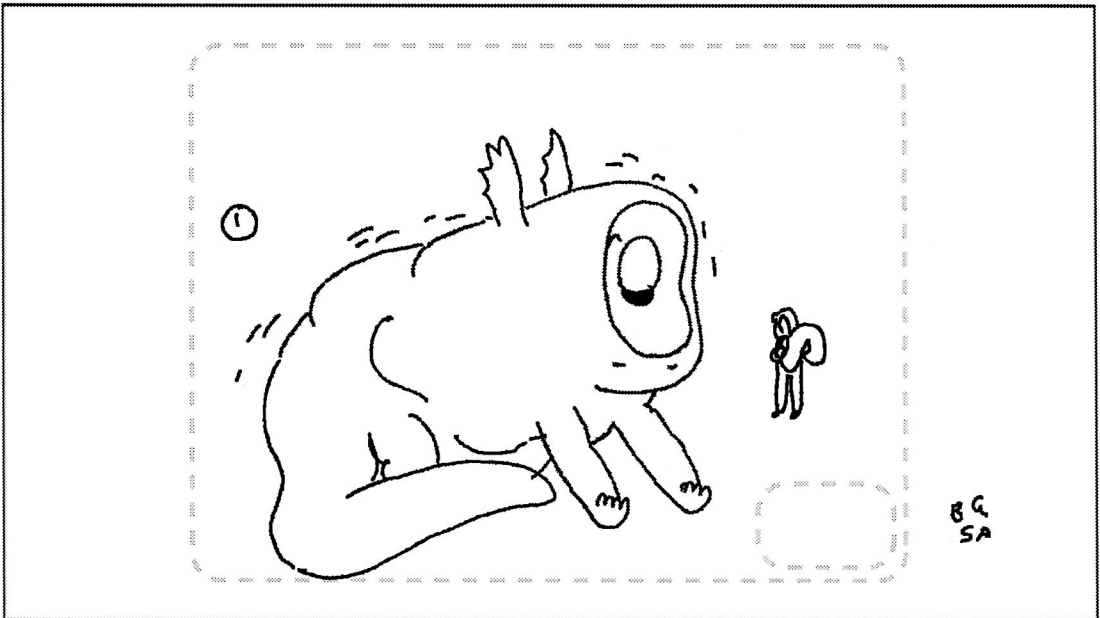


Sc. 146

Pnl. D

Bg.

day night



Dialog:

(STILL SINGING)

Action:

SHUDDERING YAWN.

Timing:



1034-209

EPISODE #

Production :

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ADVENTURE TIME

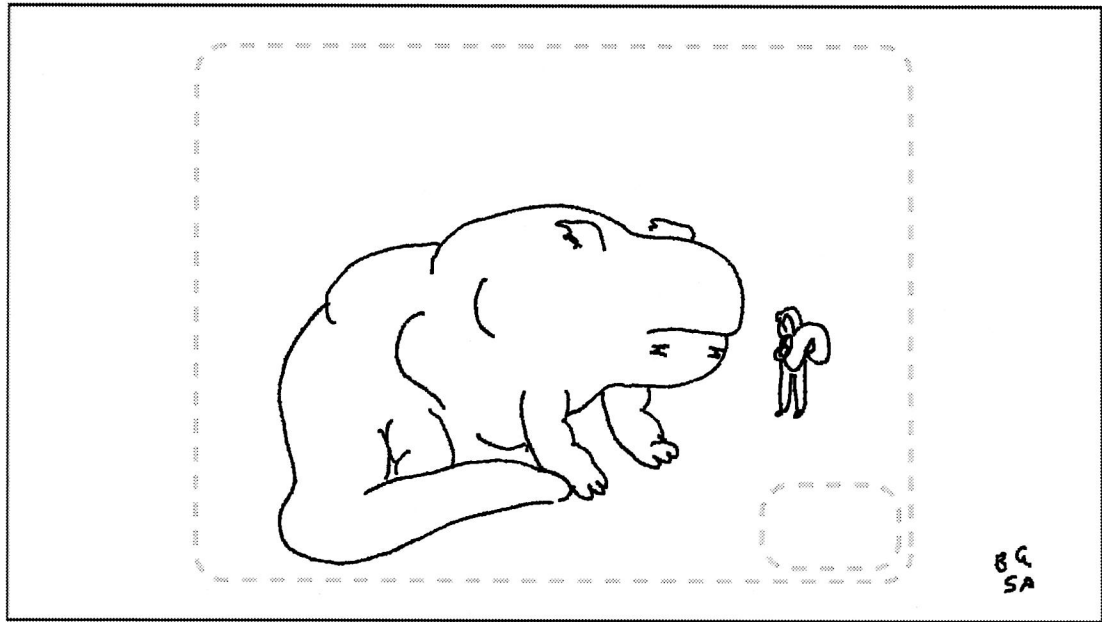


Sc. 146

Pnl. E

Bg.

day night

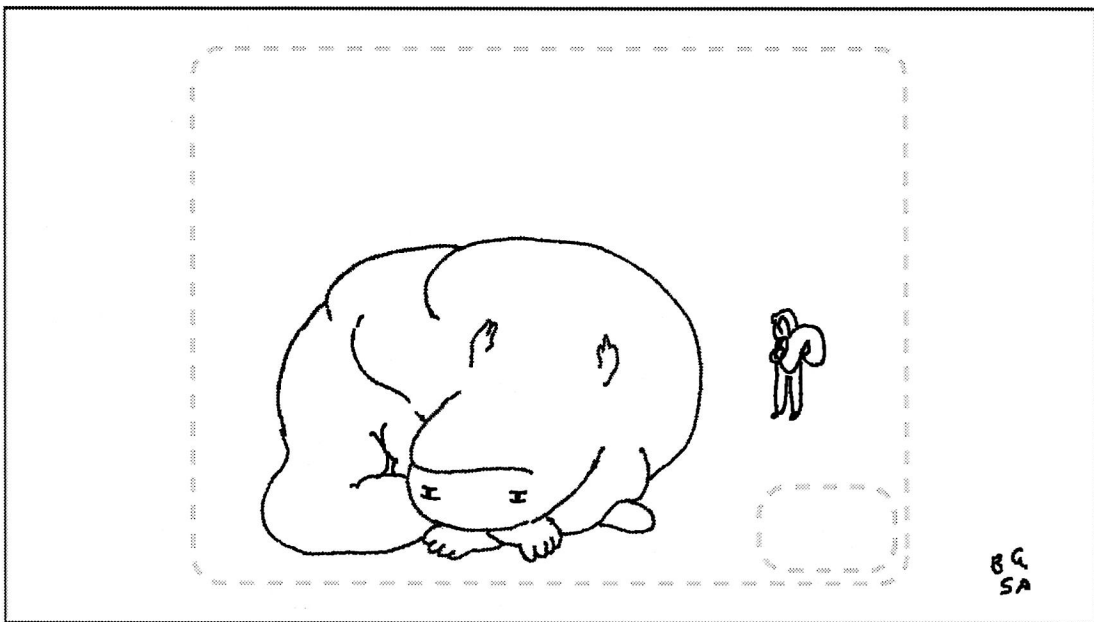


Sc. 146

Pnl. F

Bg.

day night



Dialog:

② : S I G N :

Action:

Timing:

EPISODE #
1034-209

Production :

ADVENTURE TIME



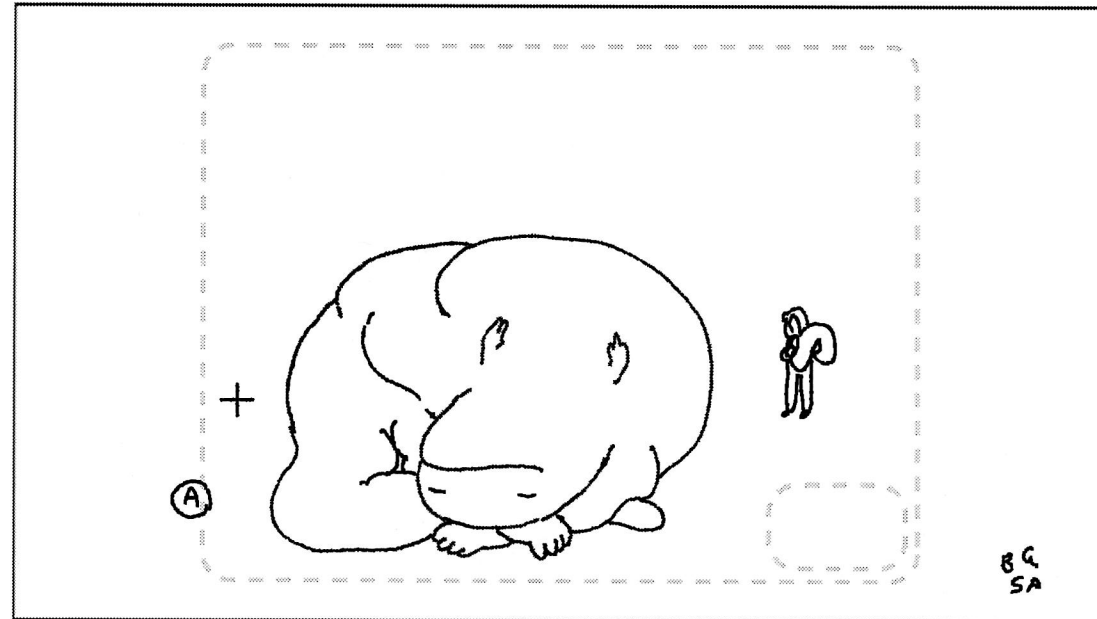
Page 200

Sc. 146

Pnl. G

Bg.

day night

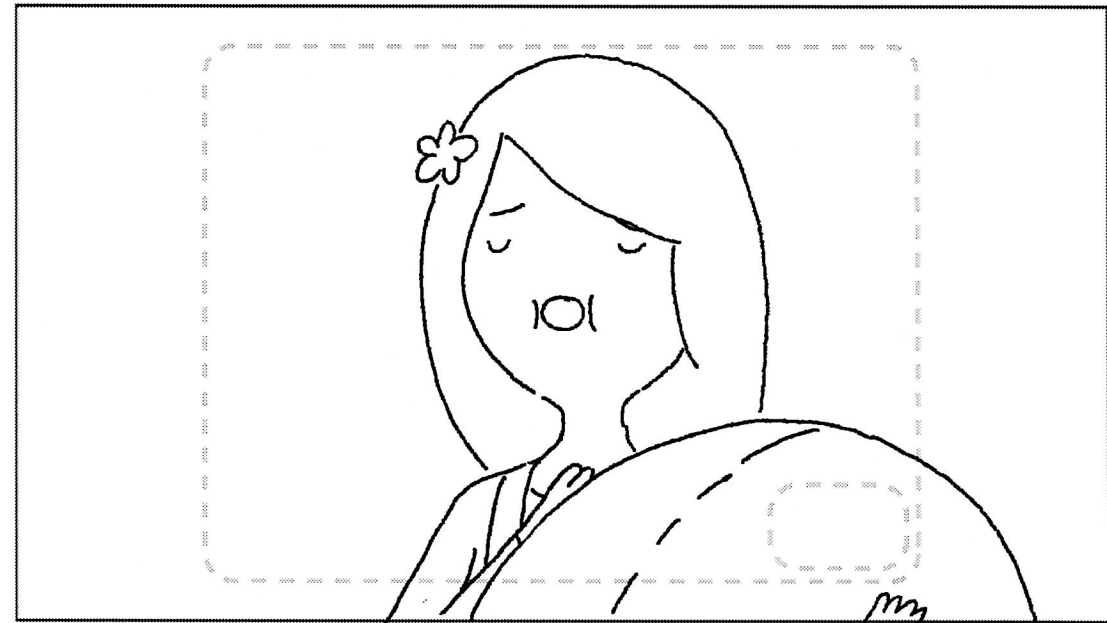


Sc. 147

Pnl. A

Bg.

day night



Dialog:

(B) FINISHES SONG.

Action:

ASLEEP.

(DEEP BREATHING
(ABABAB....))

Timing:

(B)



Production :

EPISODE #

1034-209

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ADVENTURE TIME

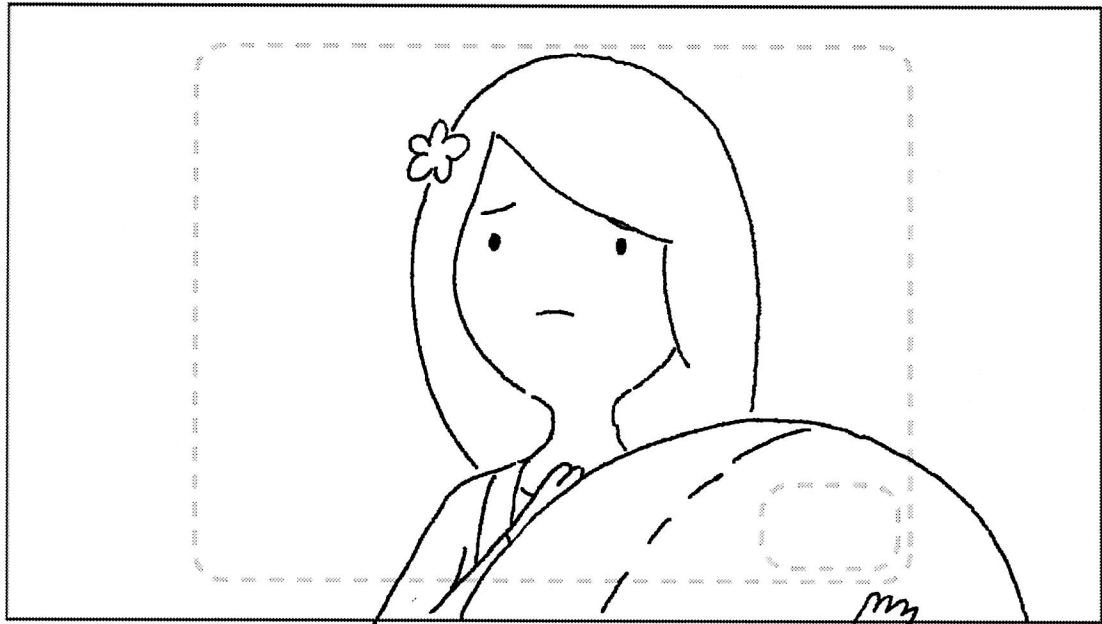


Sc. 147

Pnl. B

Bg.

day night

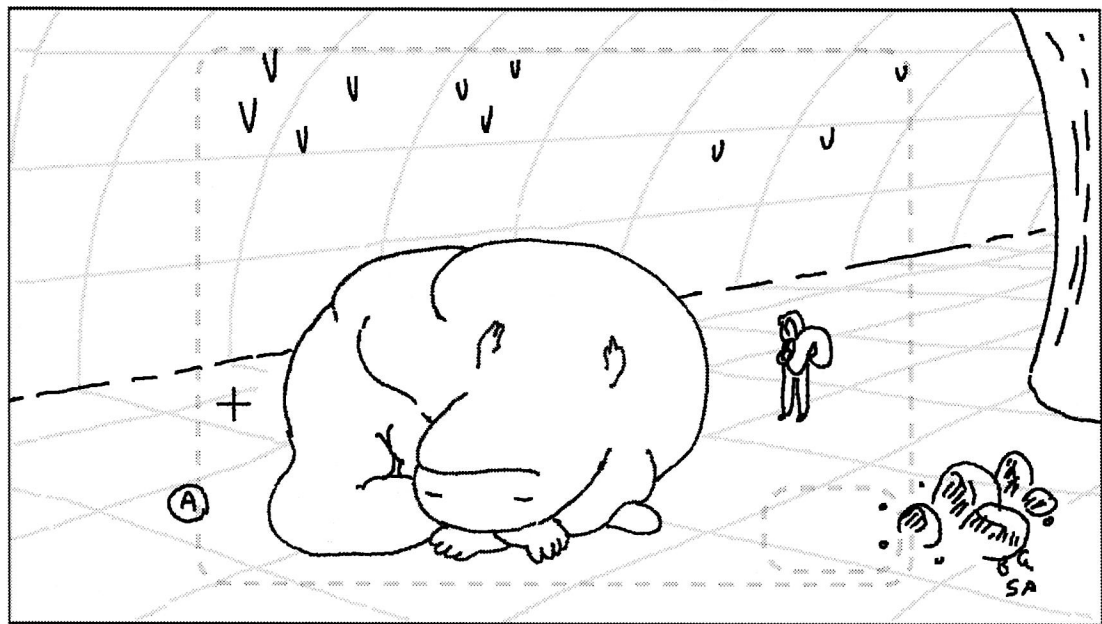


Sc. 148

Pnl. A

Bg.

day night



Dialog:	
Action:	GLOW FADES.
Timing:	HIS GLOW GONE TOO
	ASLEEP. (DEEP BREATHING (ABABAB....))



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ADVENTURE TIME



Sc. 148

Pnl. 8

Bg.

day night

BG
SA

Sc. 148

Pnl. 9

Bg.

day night

BG
SA

Dialog:
Action:
Timing:



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Production :

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ADVENTURE TIME

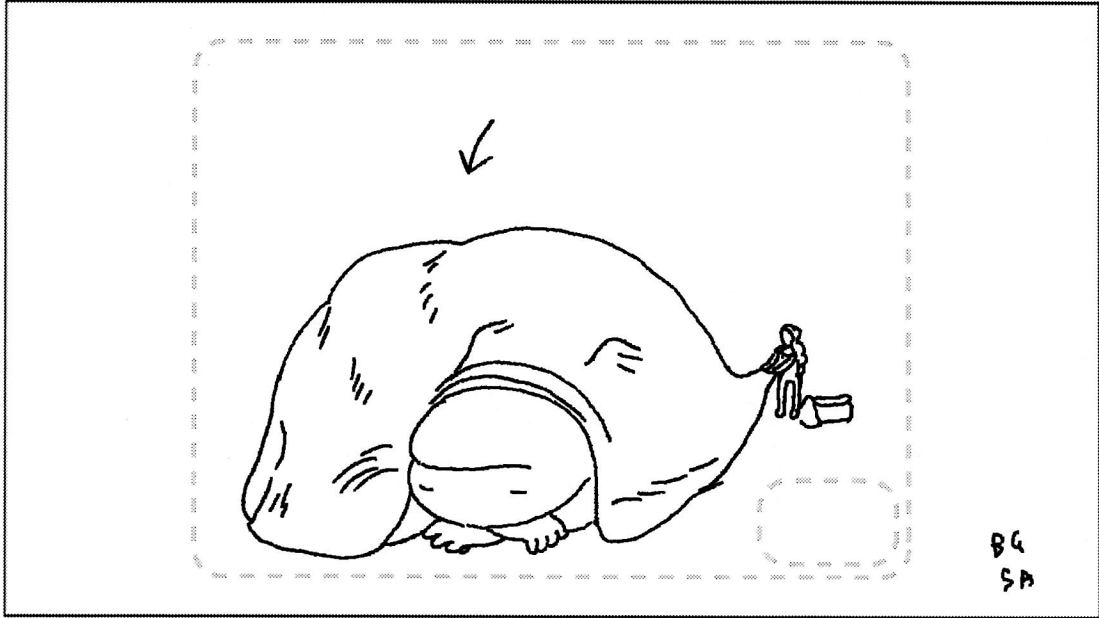


Sc. 148

Pnl. 0

Bg.

day night

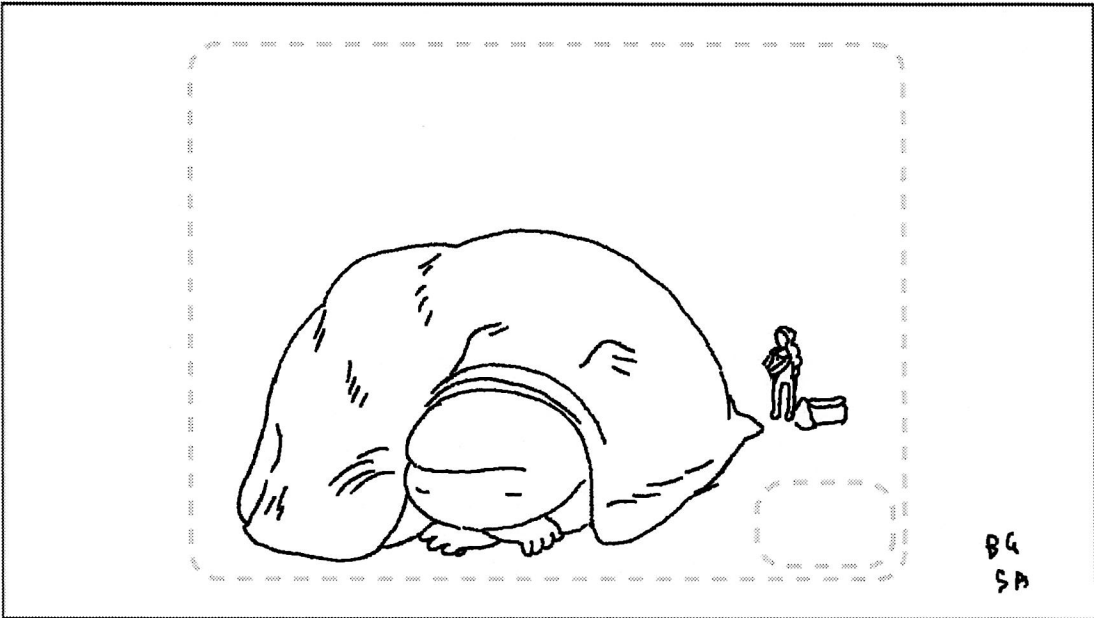


Sc. 148

Pnl. 1

Bg.

day night



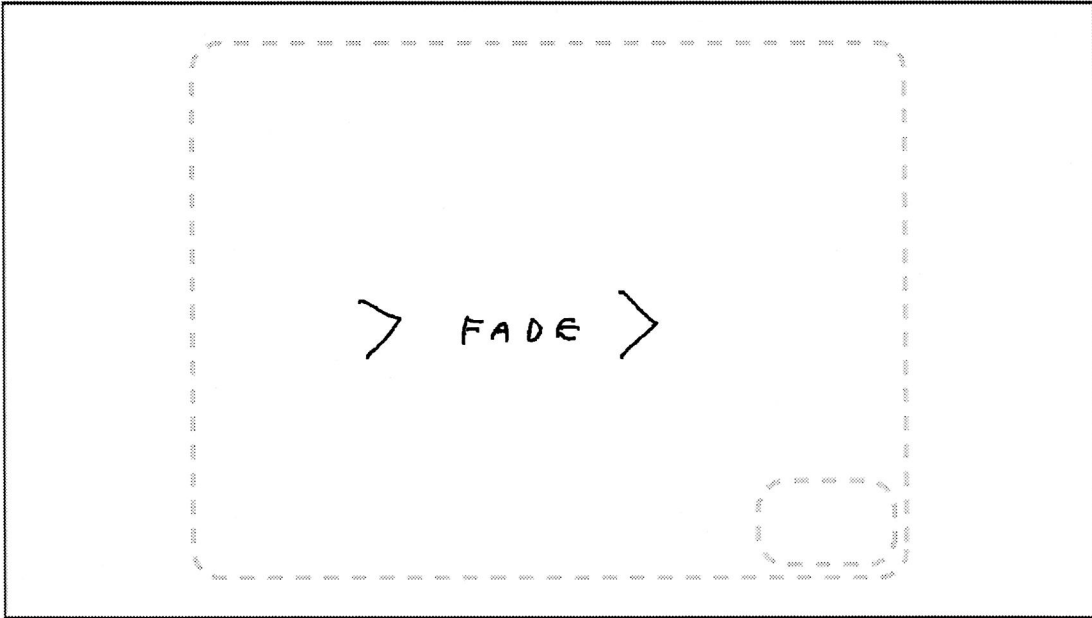
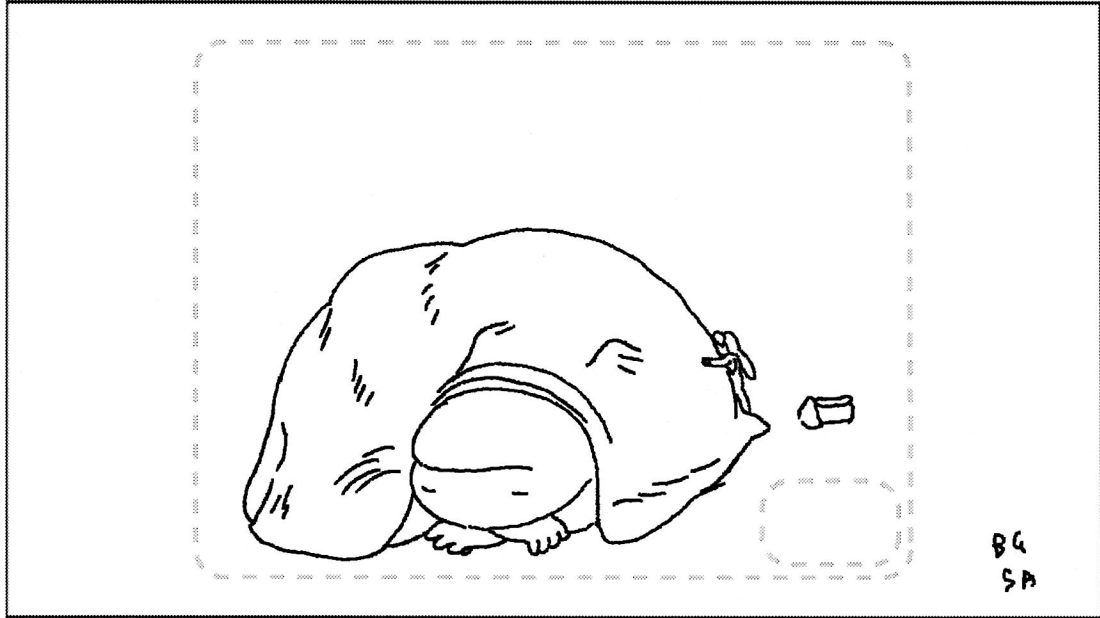
Dialog:
Action:
Timing:

EPISODE # 1034-209
Production :

ADVENTURE TIME



Sc. 148 Pnl. 7 Bg. day night Sc. - Pnl. - Bg. day night



Dialog:
Action:
Timing:

HUGS HIM.

EPISODE # 1034-209
Production :

ADVENTURE TIME

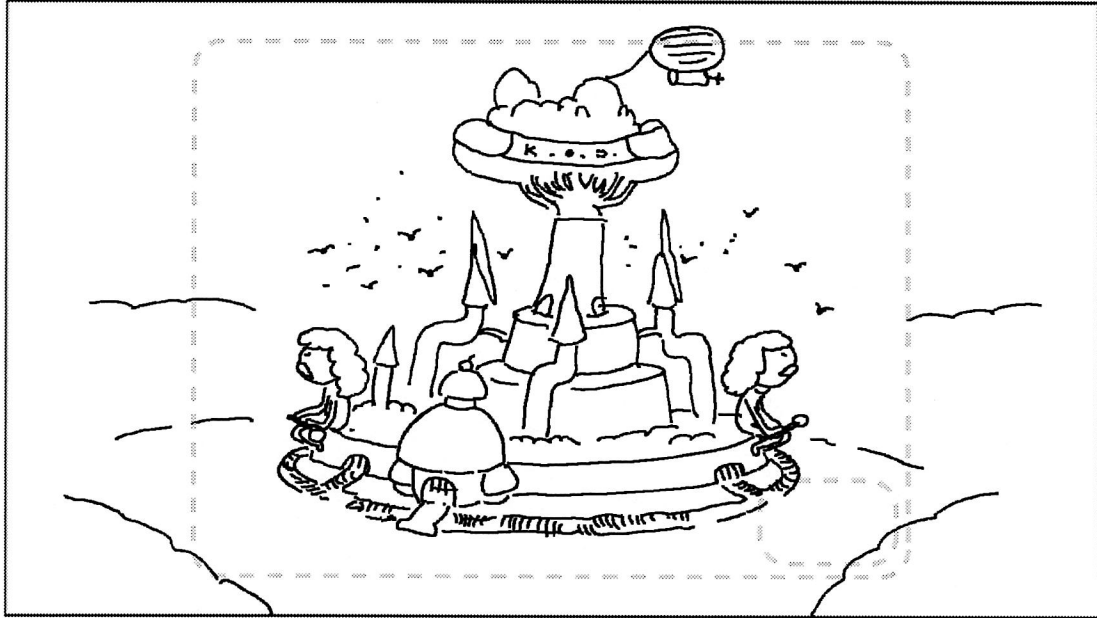


Sc. 149

Pnl. A

Bg.

day night

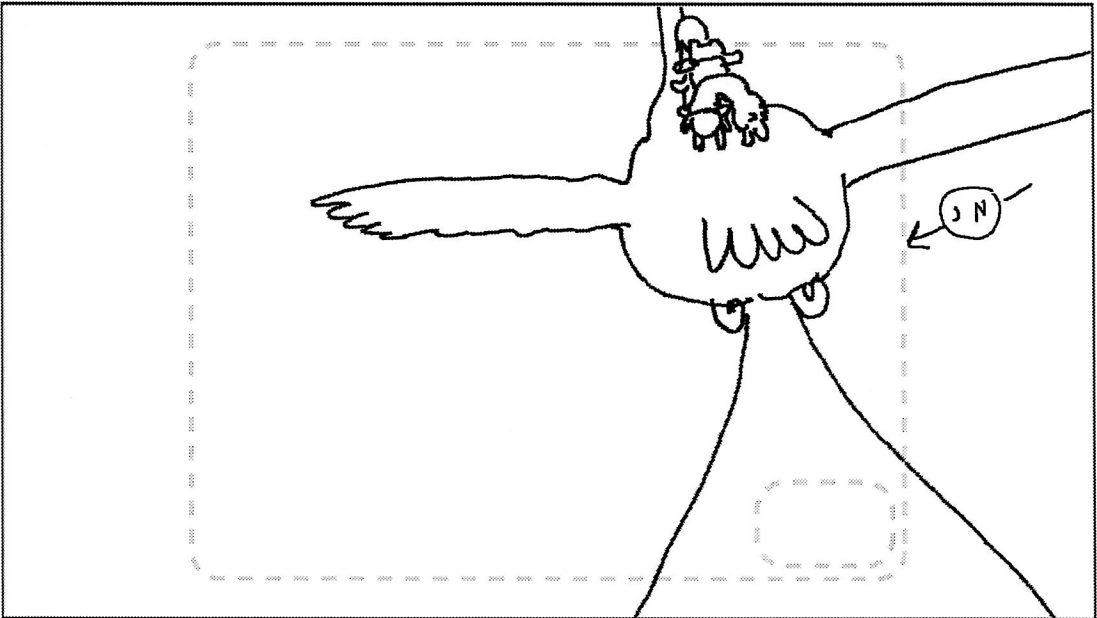


Sc. 149

Pnl. B

Bg.

day night



Dialog:

Action:

- DRIED OUT KINGDOM, CARRION BIRDS
CIRCLE THE KINGDOM LIKE FLIES.

Timing:

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ADVENTURE TIME

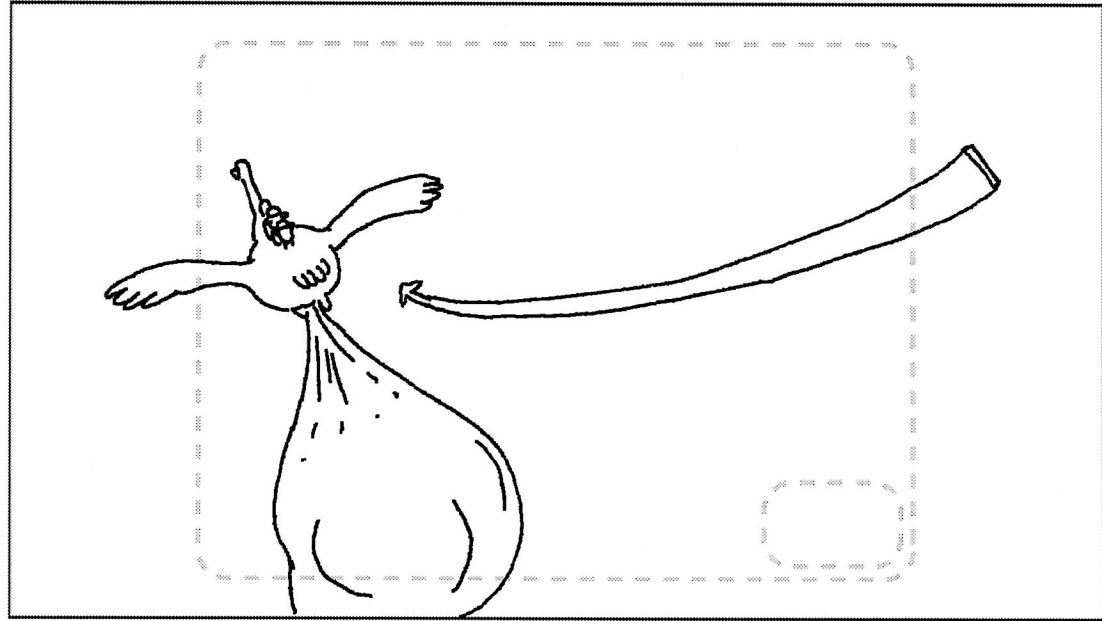


Sc. 149

Pnl. C

Bg.

day night

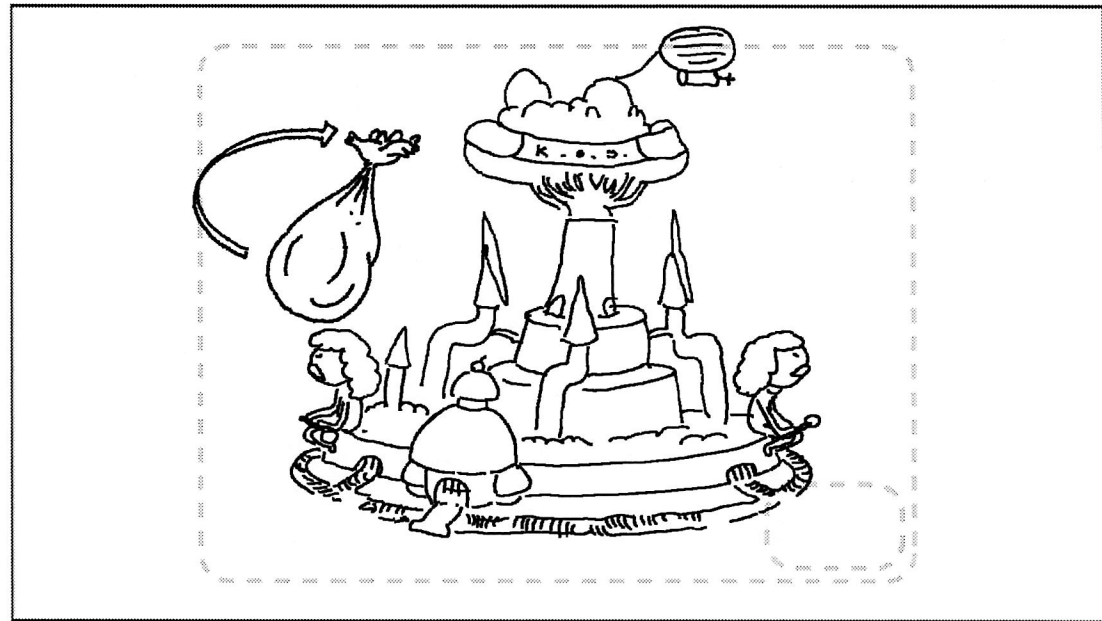


Sc. 149

Pnl. D

Bg.

day night



Dialog:
Action:
Timing:

Production :
EPISODE #
1034-209

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ADVENTURE TIME

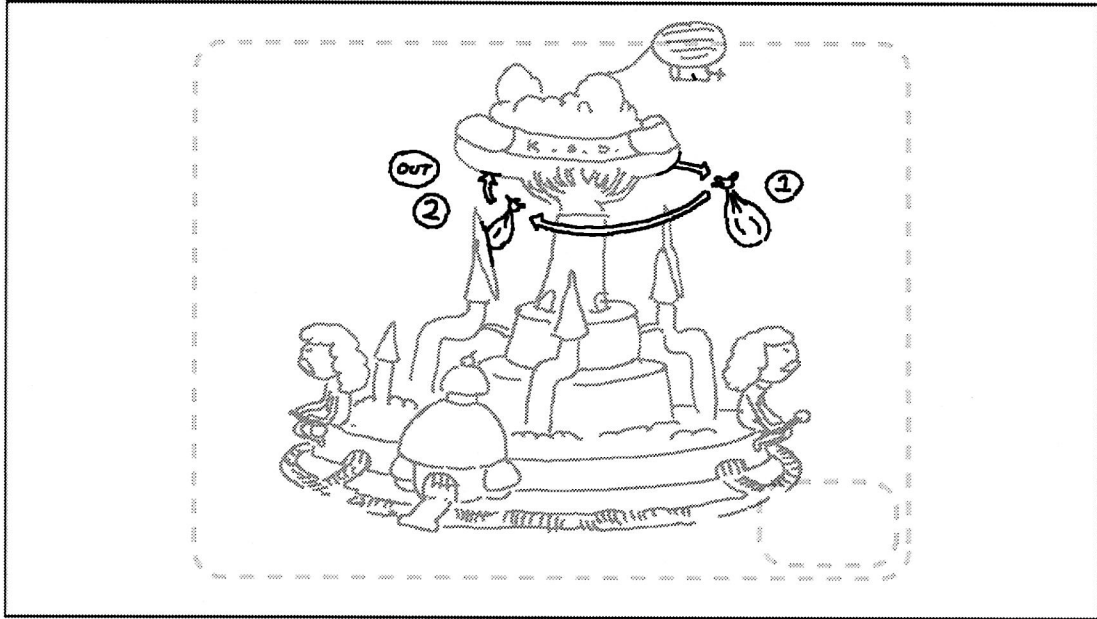


Sc. 149

Pnl. E

Bg.

day night

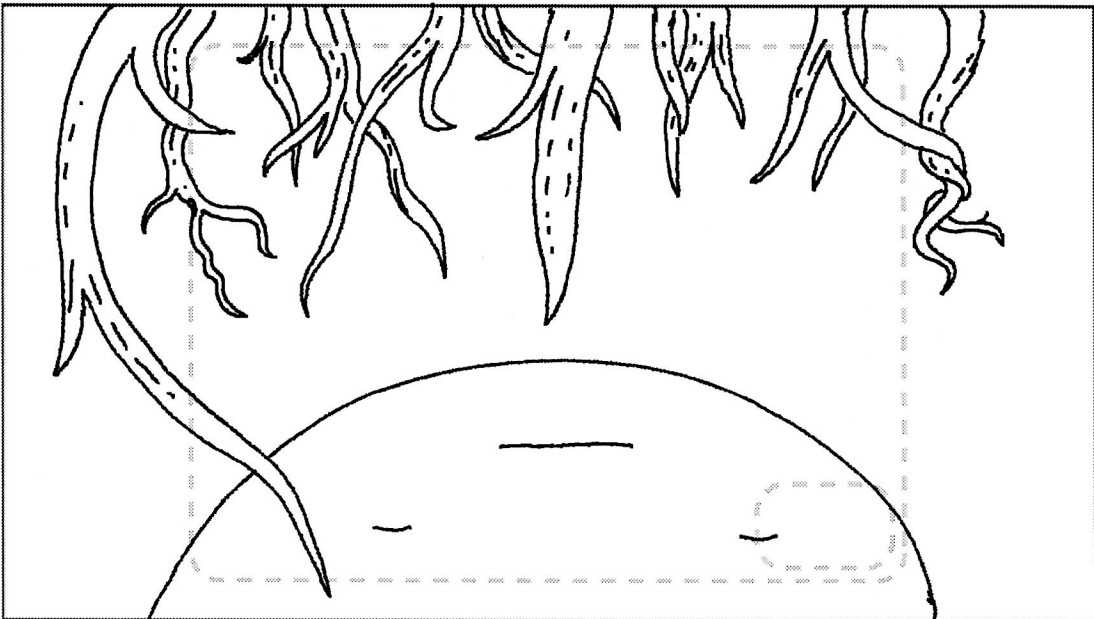


Sc. 150

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

REUSED BG FROM TOM'S SECTION.

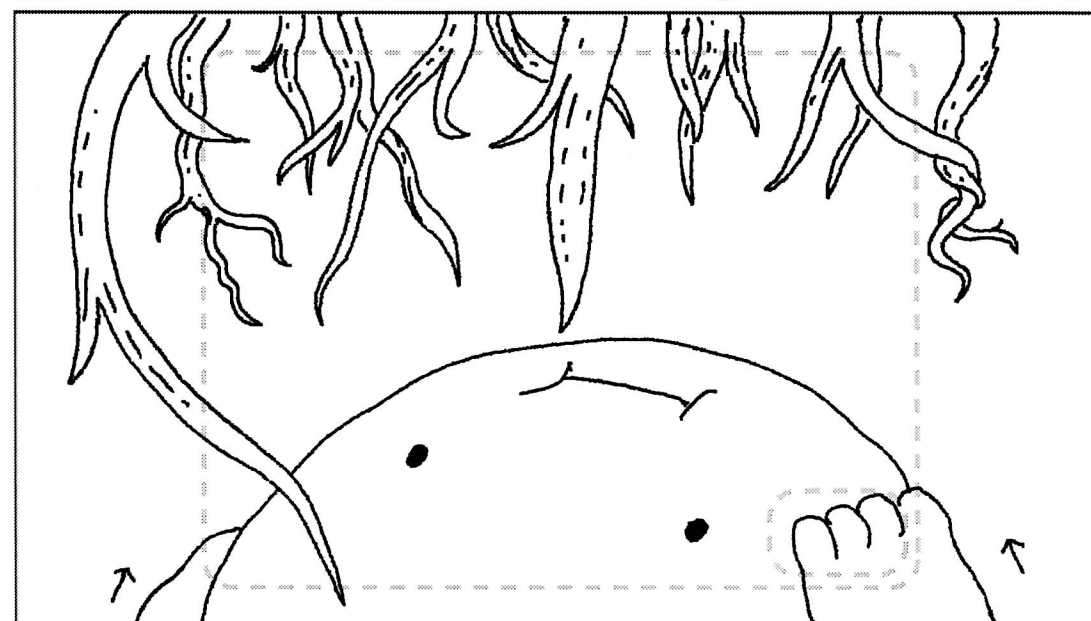
1034-209
EPISODE #
Production :

day night

Pnl. C

Bg.

day night



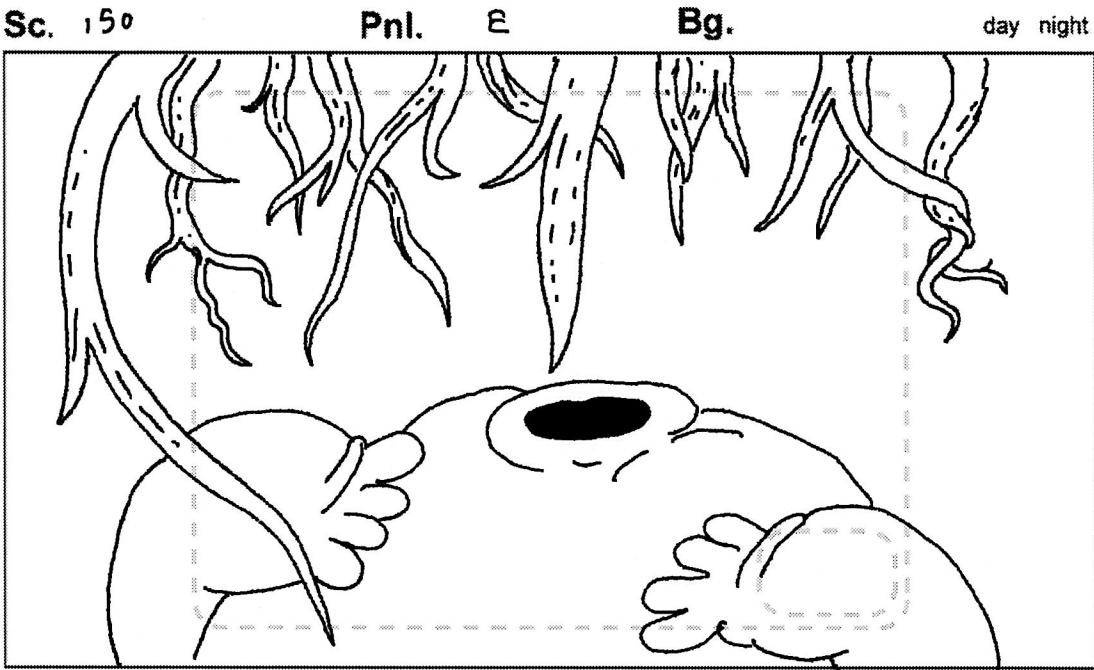
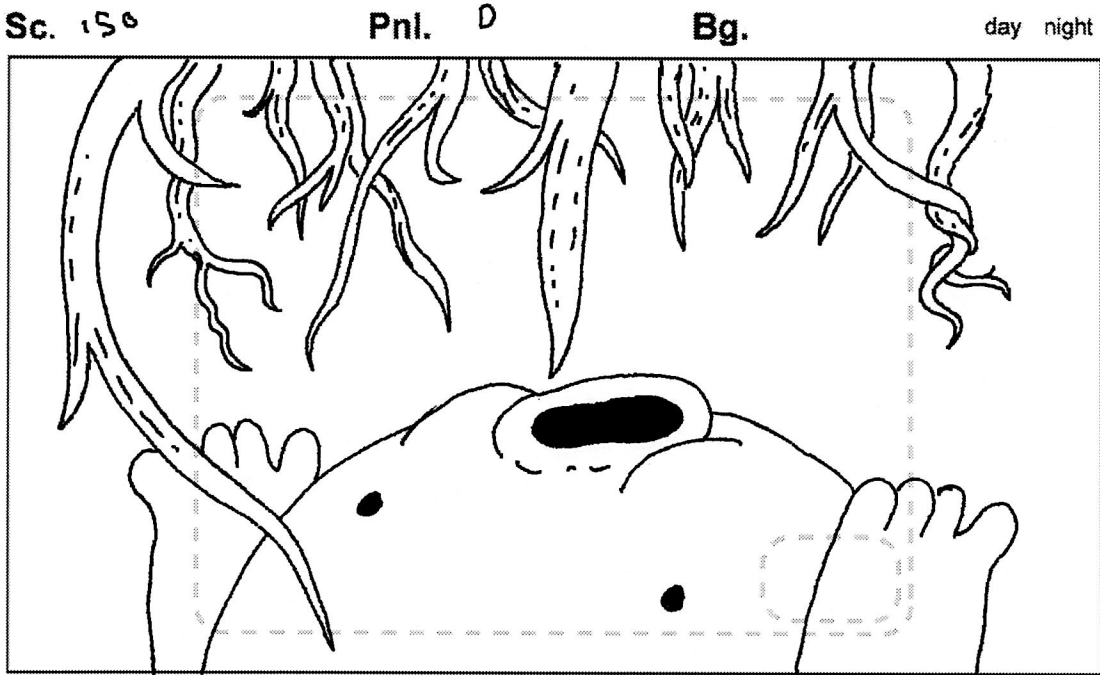
(N) $\overset{(A)}{=}$ $\overset{(B)}{SMAK}$ $\overset{(A)}{=}$ $\overset{(B)}{SMAK}$ $\overset{(A)}{=}$ $\overset{(B)}{SMAK}$ $\overset{(A)}{=}$

Timing:

EPISODE #

Production :

ADVENTURE TIME



Dialog:

Ⓝ / - G A S P ! -

Action:

COVERS EYES.

Timing:

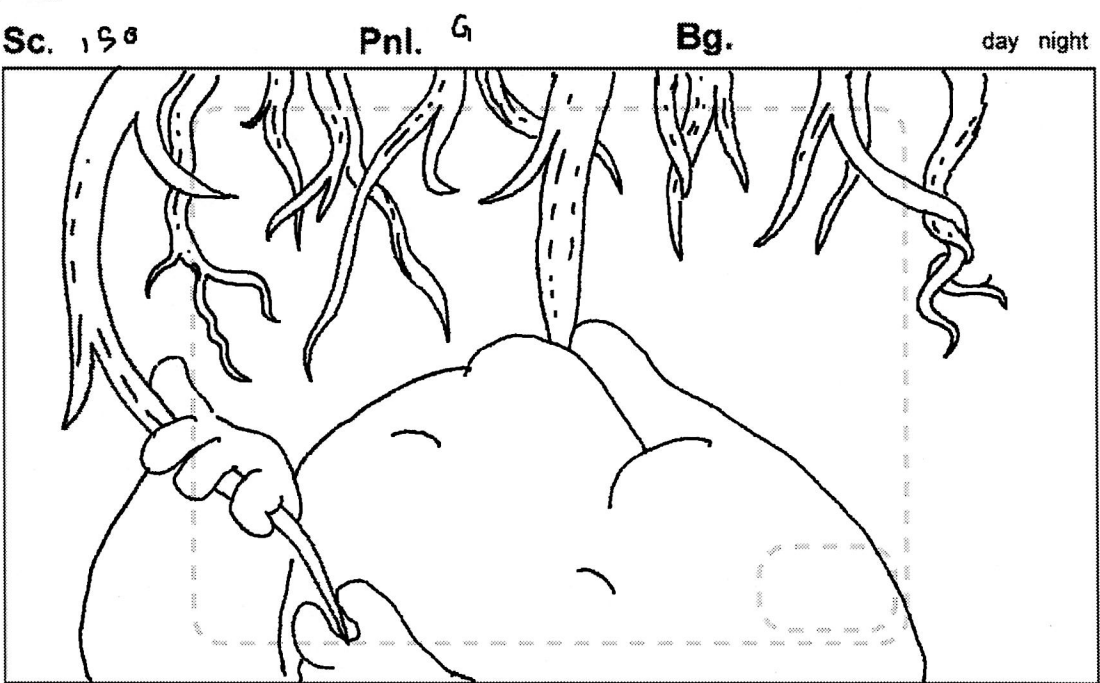
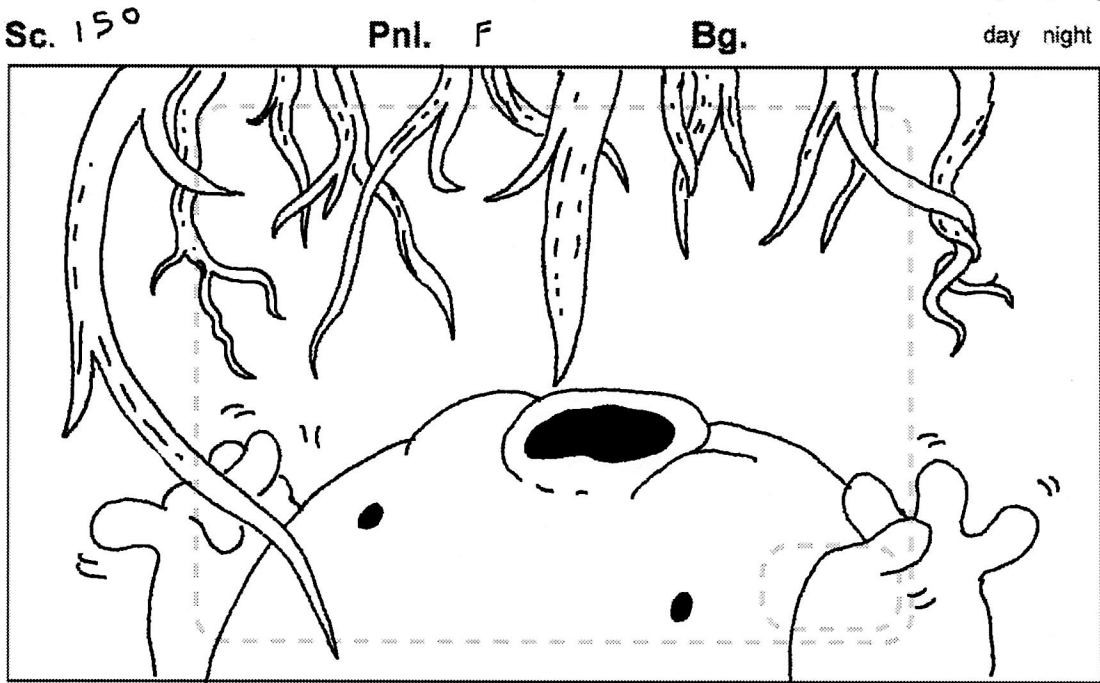
EPISODE #

Production :

1034-209

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ADVENTURE TIME



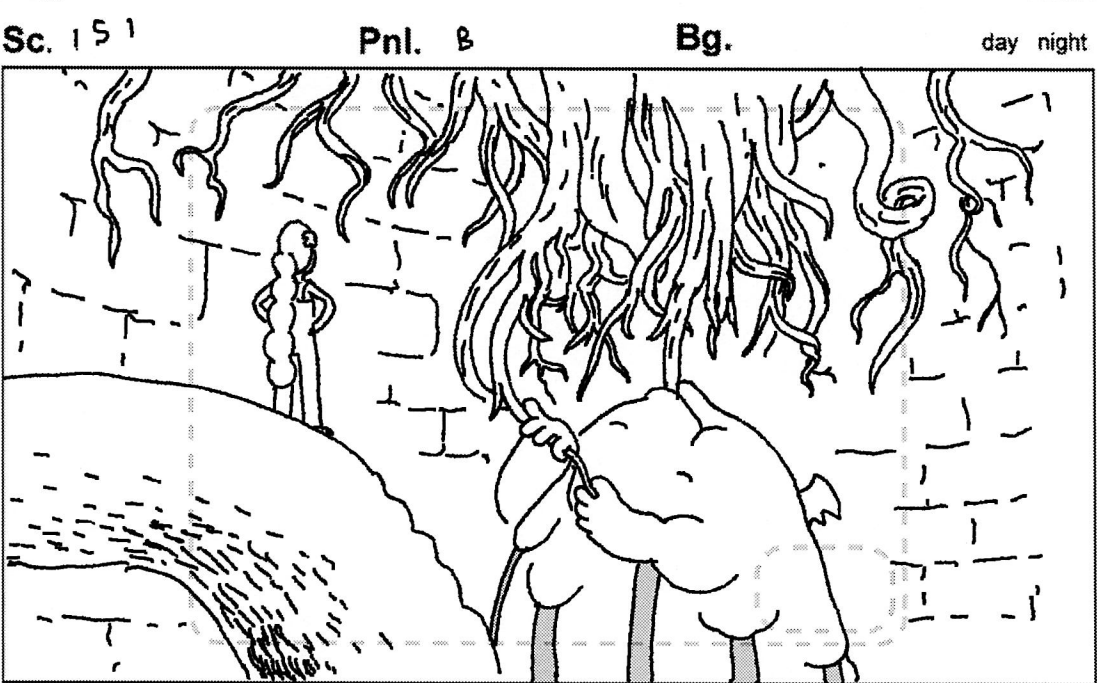
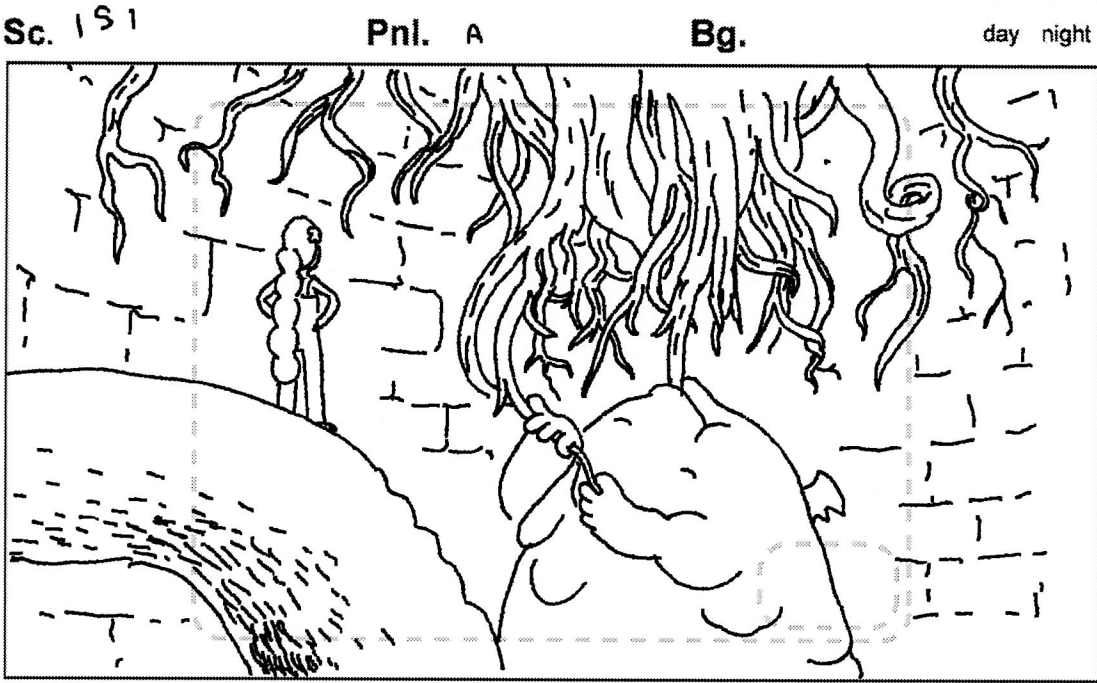
Dialog:	@ GASP !!!!!	@ SUK, SUK, SUK!
Action:	• DOUBLE TAKE • WAGGLES FINGERS.	
Timing:		

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Production :

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ADVENTURE TIME



Dialog:
Action: REUSED BG FROM TOM'S SECTION. JUICE STARTS TO FLOW.
Timing:

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Production :

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ADVENTURE TIME

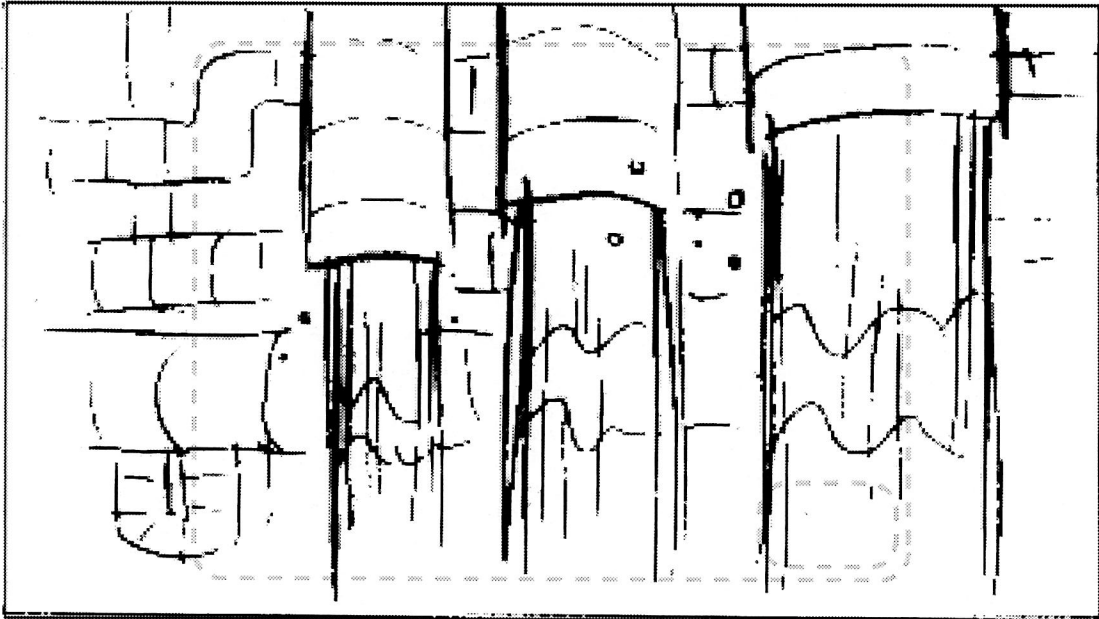


Sc. 152

Pnl. 4

Bg.

day night

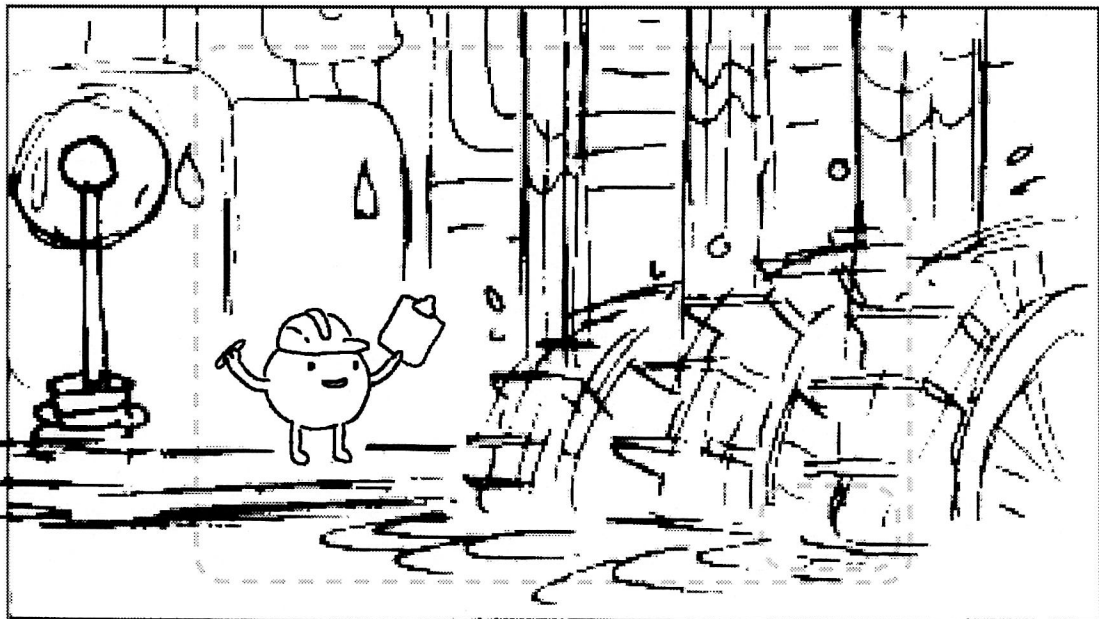


Sc. 153

Pnl. 1

Bg.

day night



Dialog:

Action:

BOTH THE BG'S REUSED FROM TOM'S SECTION.

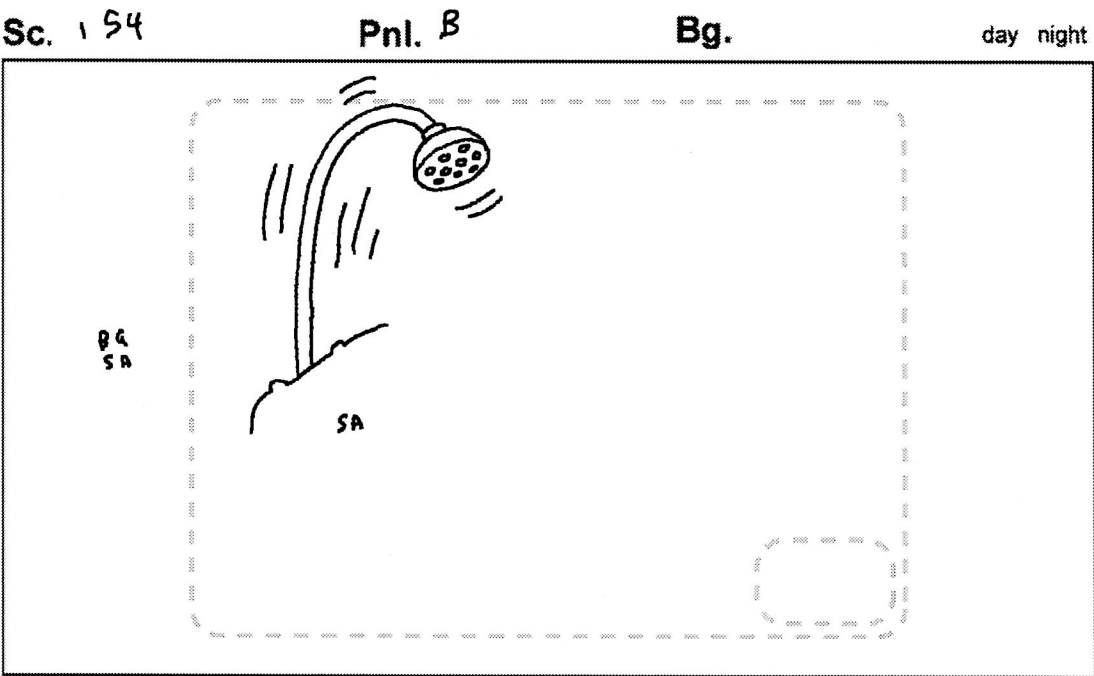
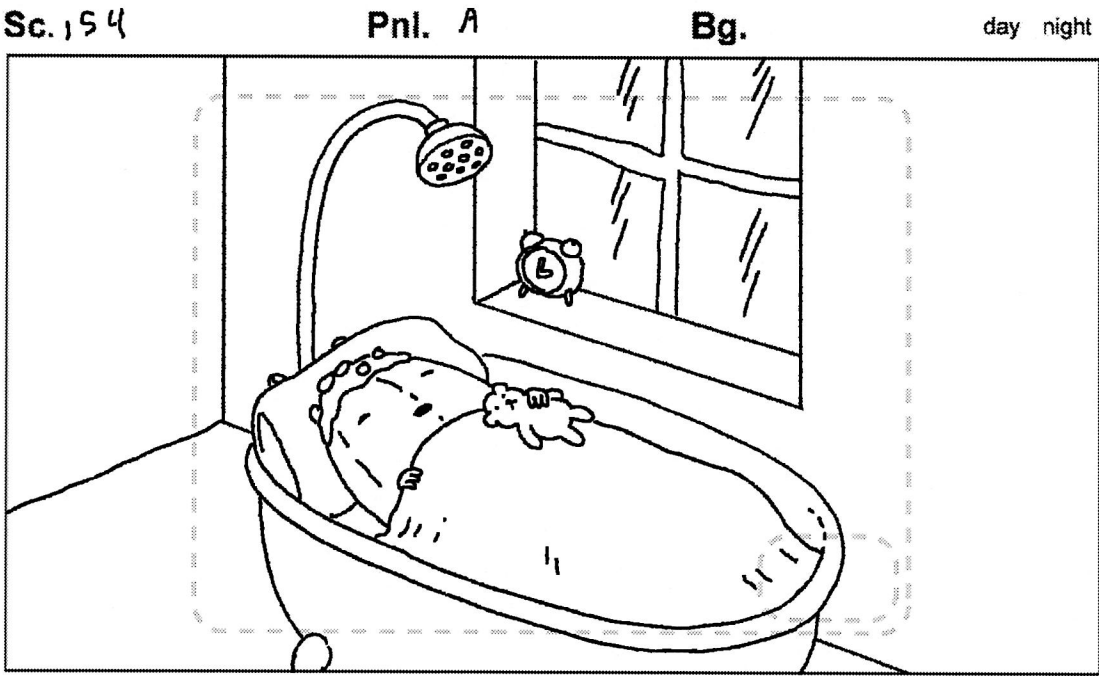
Timing:

EPISODE #

Production :

1034-209

ADVENTURE TIME



Dialog:	<p>(BG) ≡ SNOOZING ≡</p> <p>(SFX) CHUK! CHUK! CHUK!</p>
Action:	
Timing:	

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ADVENTURE TIME

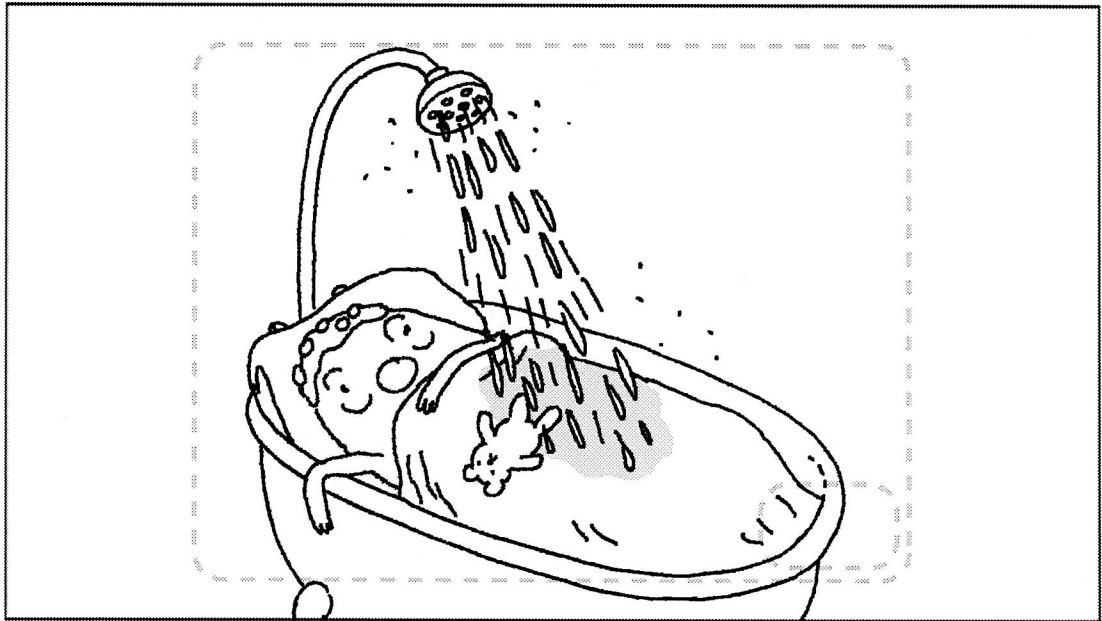


Sc. 154

Pnl. B

Bg.

day night

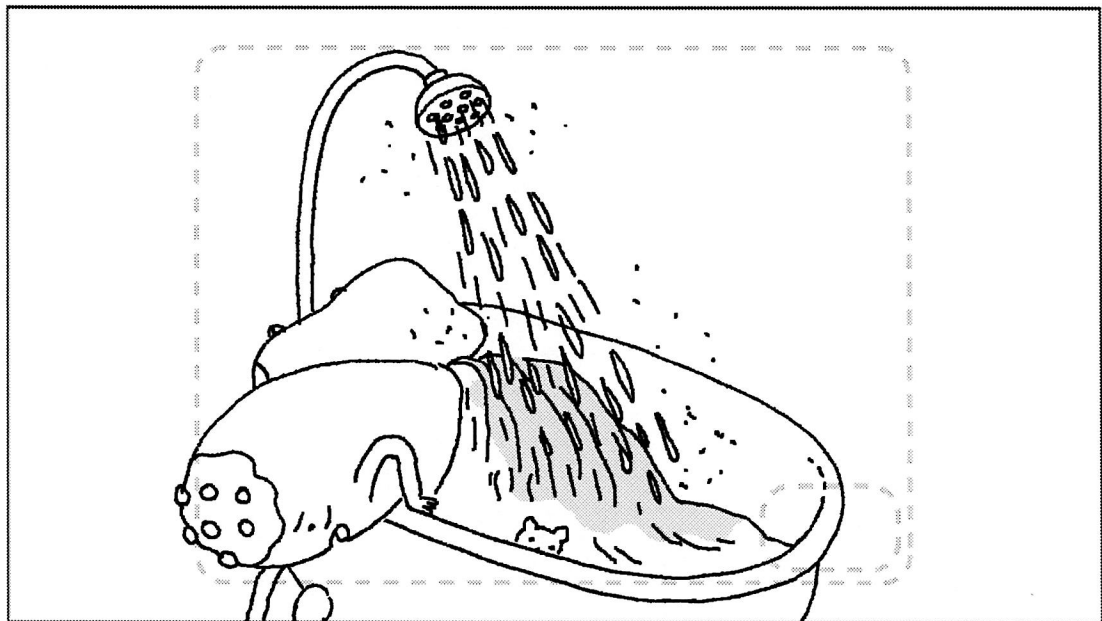


Sc. 154

Pnl. C

Bg.

day night



Dialog:
BC OH !!! OH, NO !!!
BC I JUST WANT CONSISTENCY !!!!!!!
Action:
Timing:

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Production :

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ADVENTURE TIME

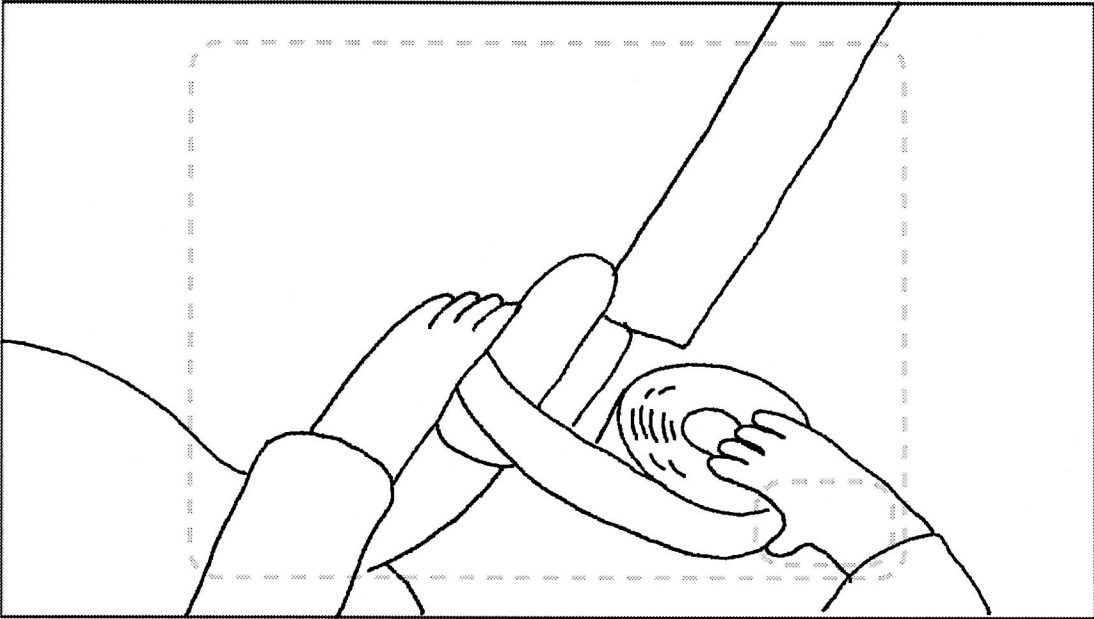


Sc. 195

Pnl. A

Bg.

day night

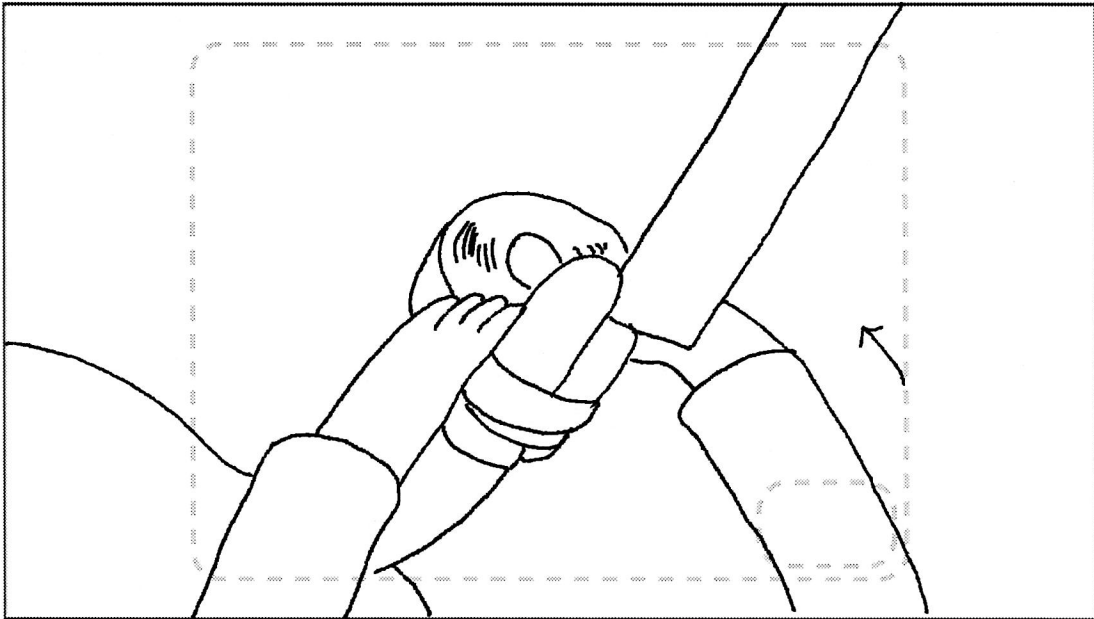


Sc. 195

Pnl. B

Bg.

day night



Dialog:

(SFX) TAPE NOISE

Action:

DUCT TAPE

Timing:

Production :

EPISODE #

1034-209

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ADVENTURE TIME

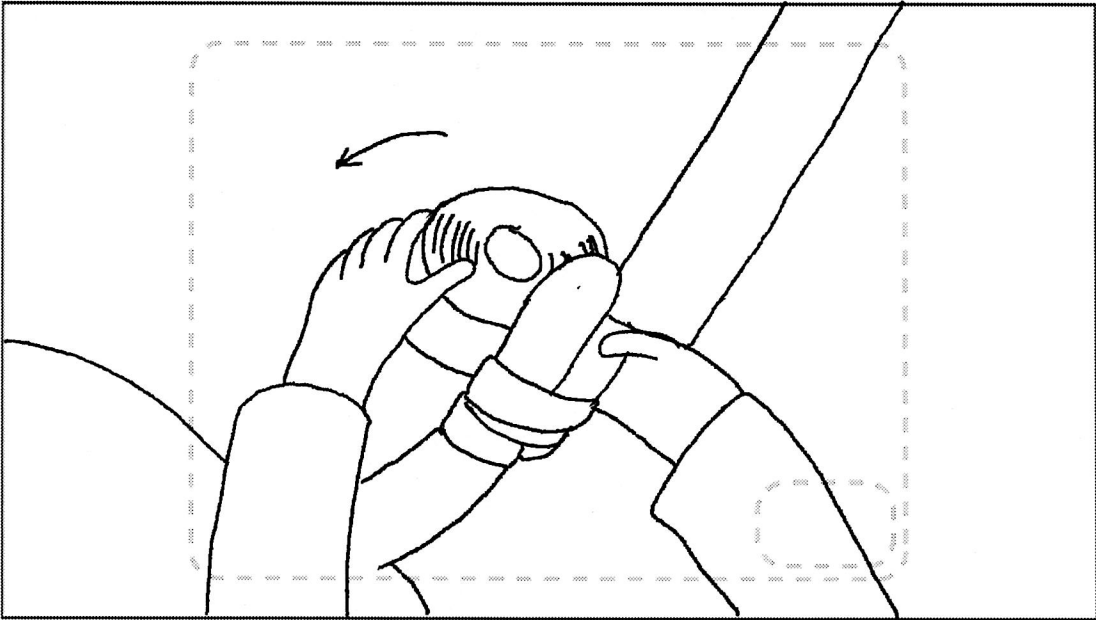


Sc. 155

Pnl. c

Bg.

day night

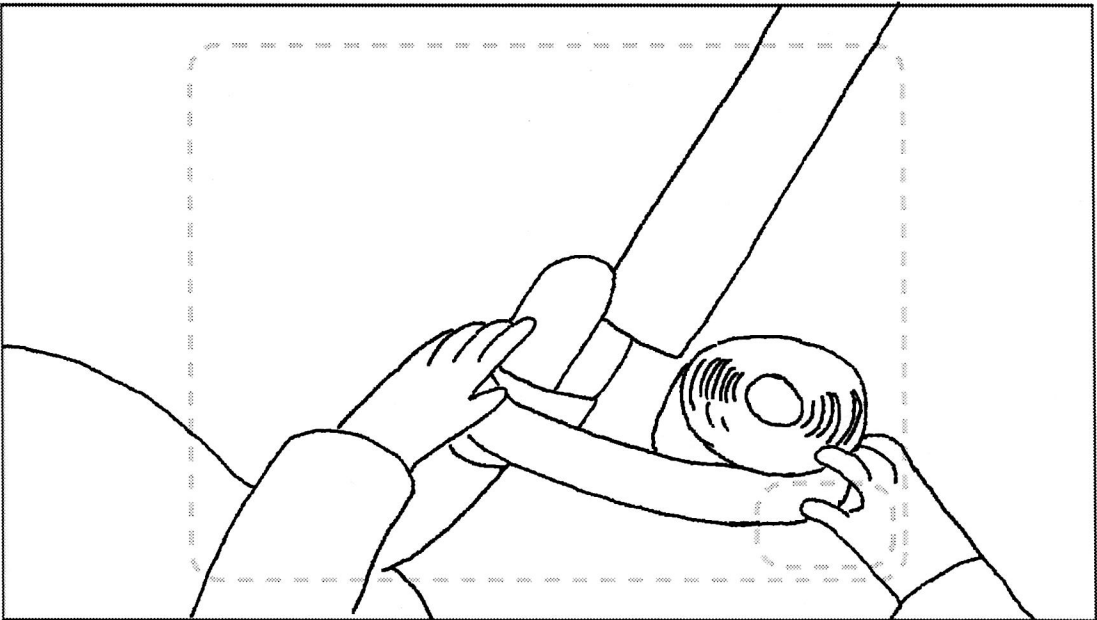


Sc. 155

Pnl. d

Bg.

day night



Dialog:

(SFX)

T A P E N O I S E

Action:

Timing:

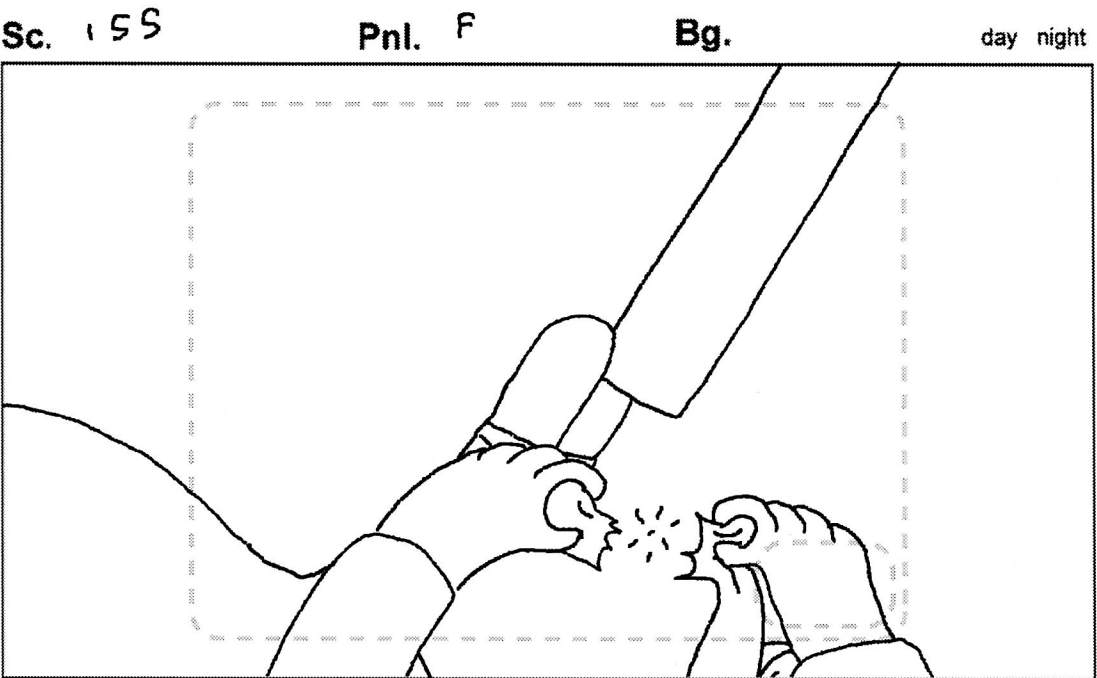
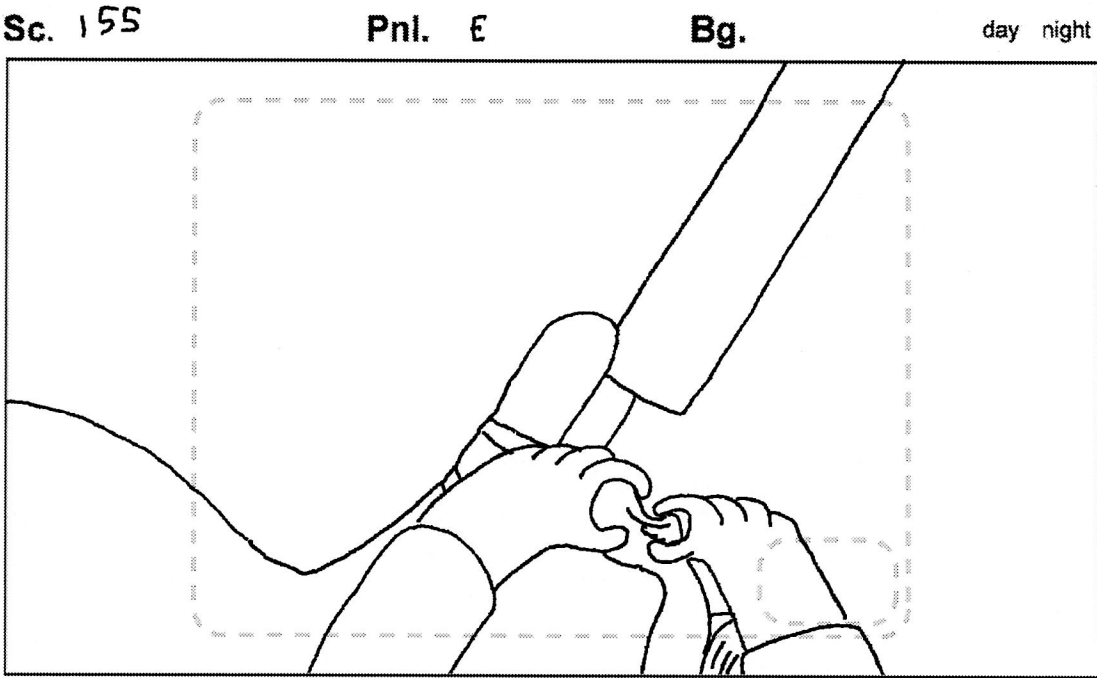
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Dialog:
(SFX) SNAP!
Action:
Timing:

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ADVENTURE TIME

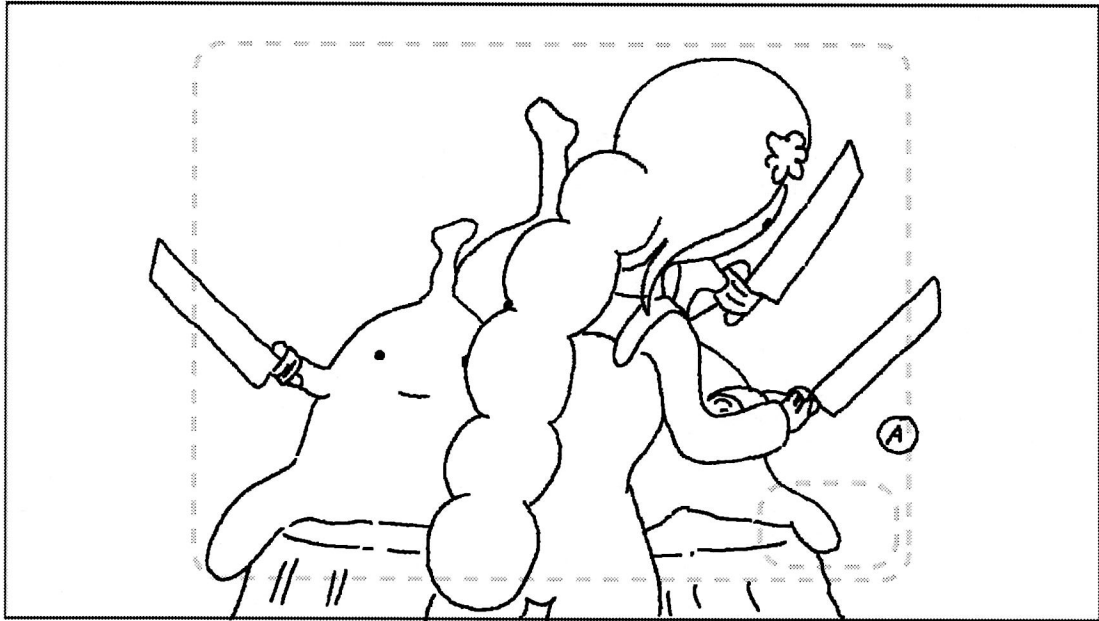


Sc. 196

Pnl. A

Bg.

day night

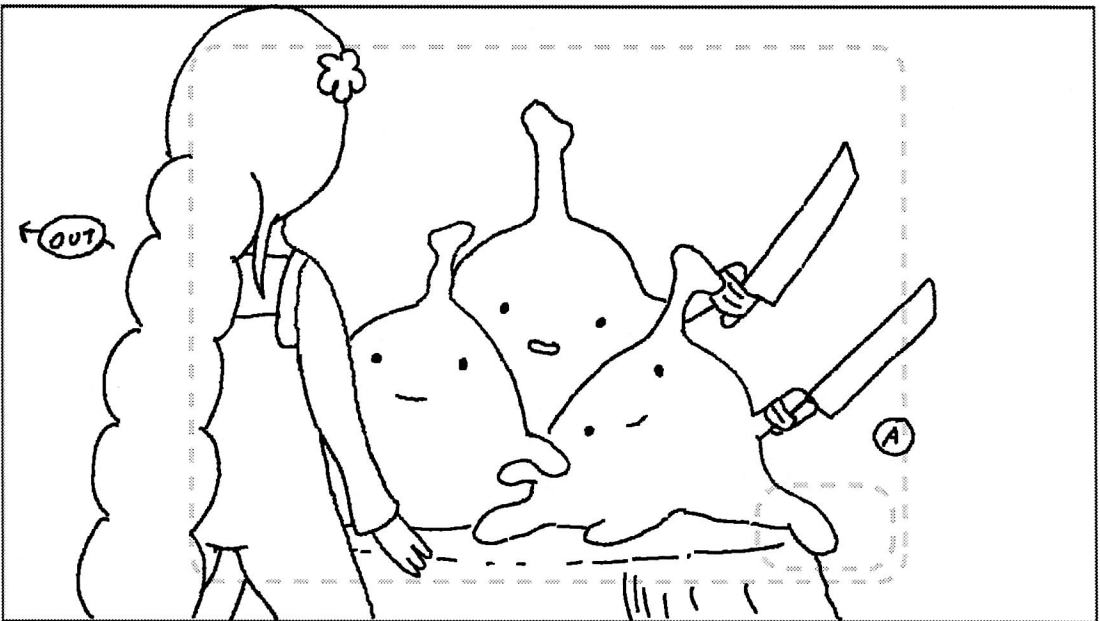


Sc. 196

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

1034-209

ADVENTURE TIME

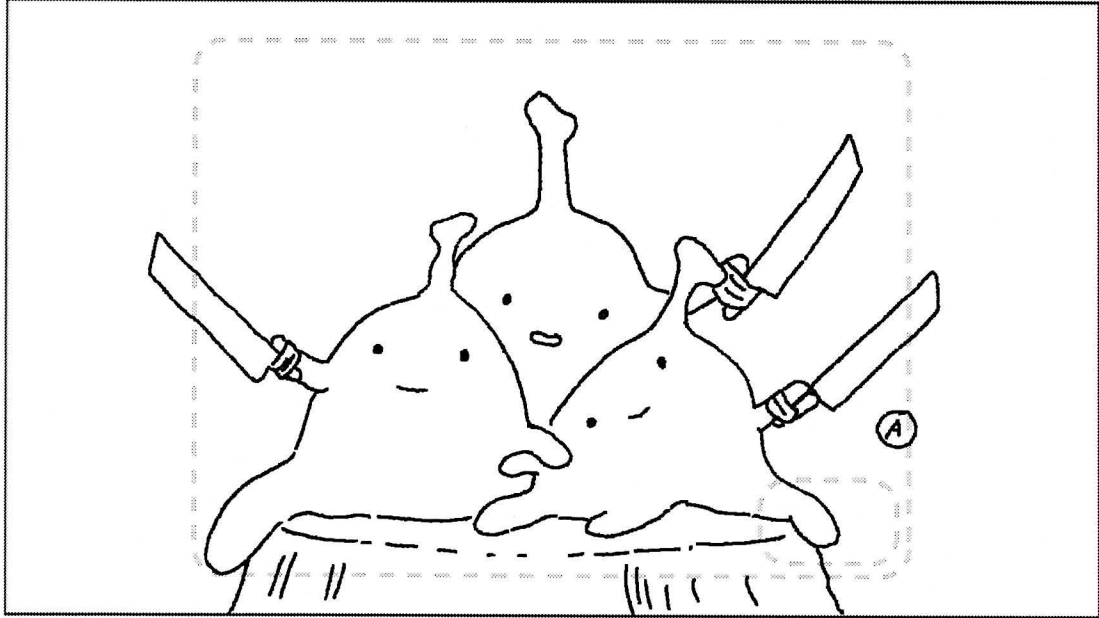


Sc. 156

Pnl. C

Bg.

day night

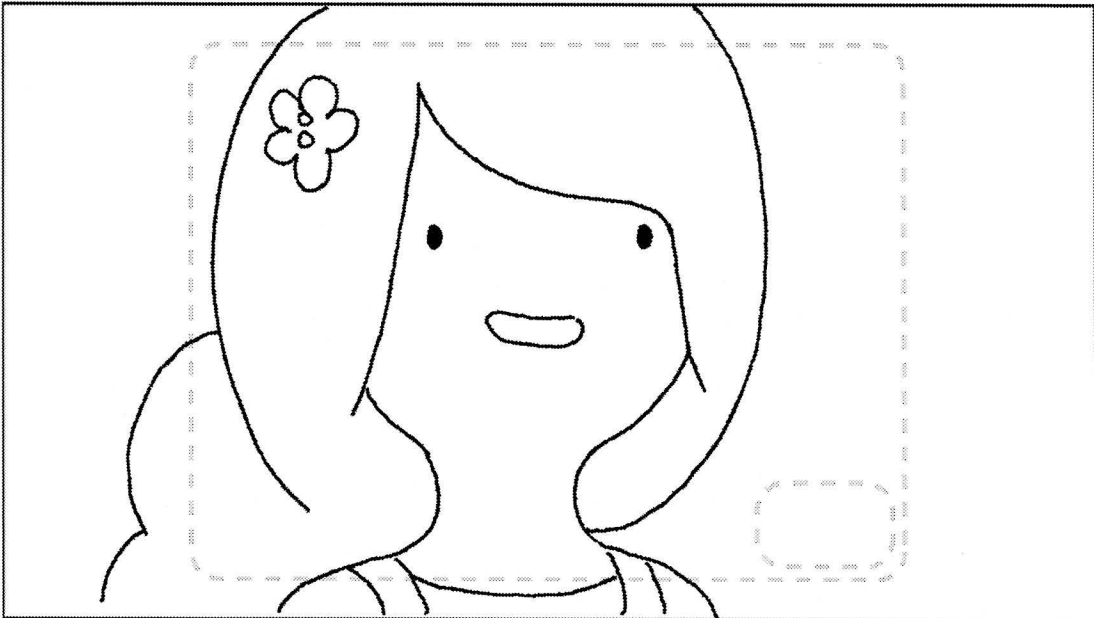


Sc. 157

Pnl. A

Bg.

day night



Dialog:

(A) (B) (A)
(KNIFE WHIP! WHIP!
NOISES)

(B) IF THE KING OF OOO TRIES TO COME
HERE AGAIN YOU HAVE MY SECRET
PERMISSION TO STOP HIM.

Action:

(A) (B) (A)

Timing:



EPISODE # 1034-209
Production :

ADVENTURE TIME

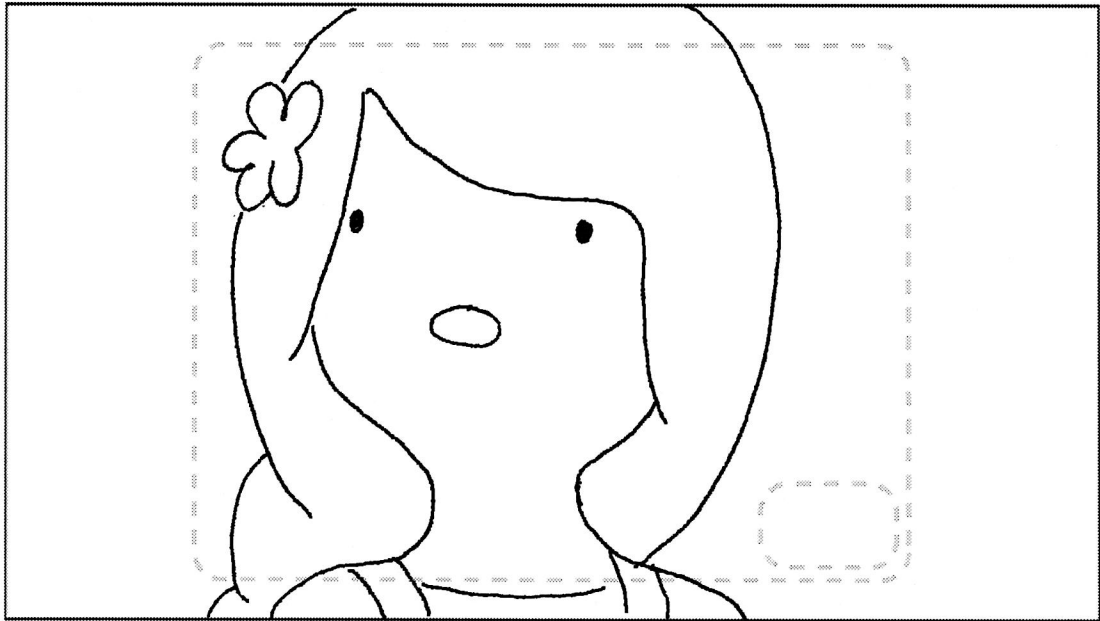


Sc. 197

Pnl.

Bg.

day night

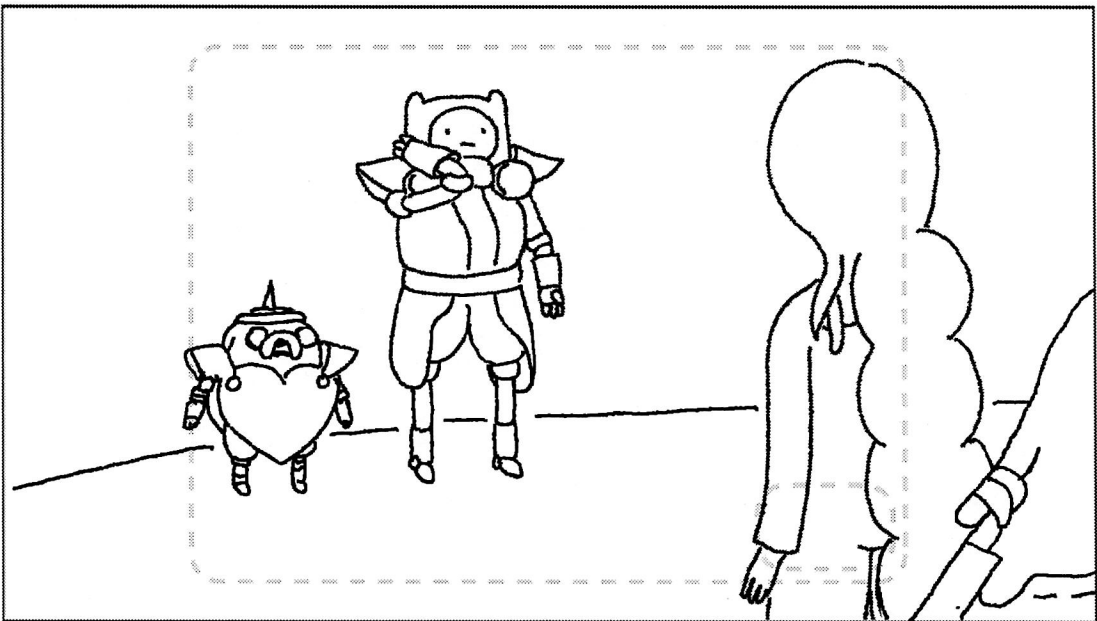


Sc. 198

Pnl. A

Bg.

day night



Dialog:

ⓑ WHAT ARE YOU TWO
UP TO NOW?

ⓐ EH ... GUARDIN' STUFF ...
I GUESS.

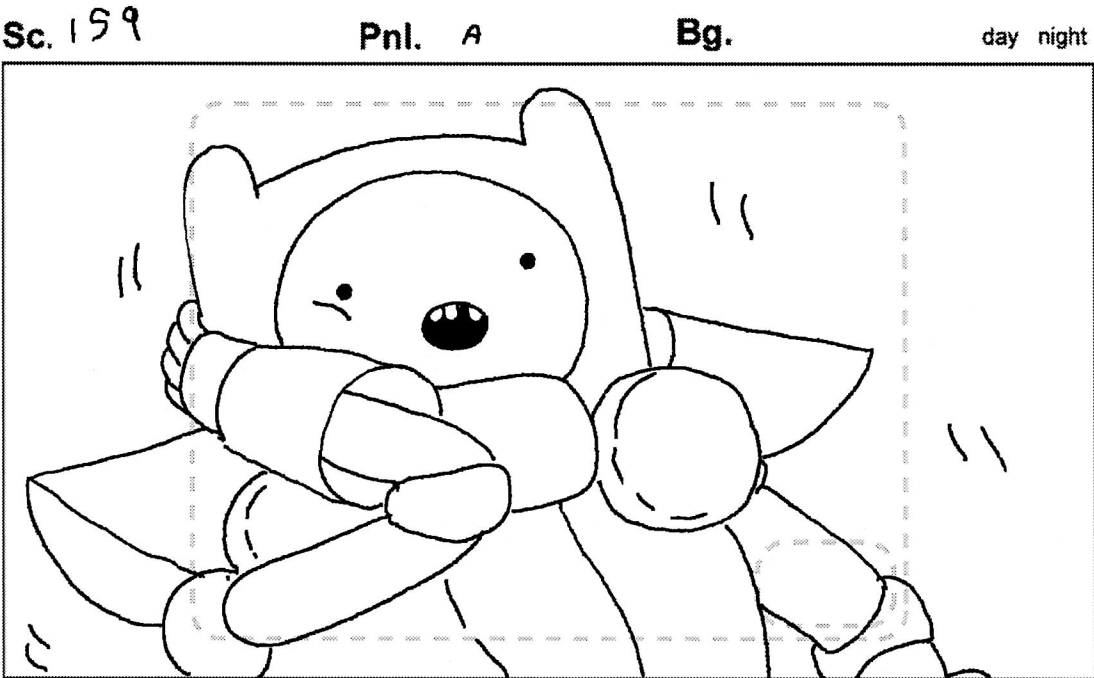
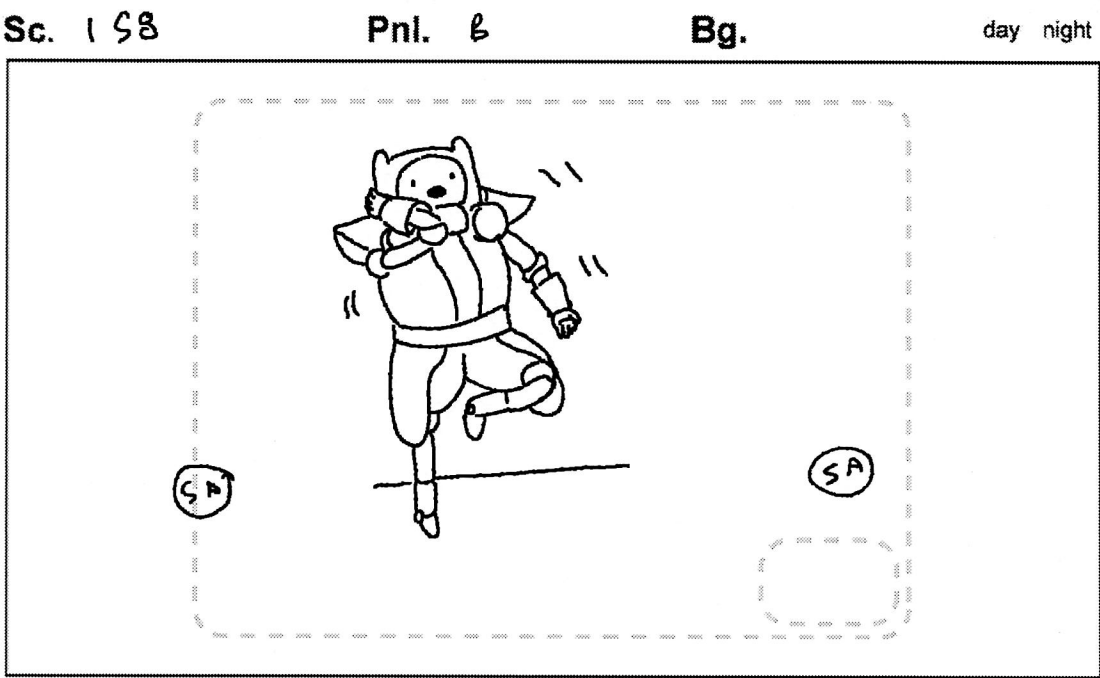
Action:

Timing:

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ADVENTURE TIME



Dialog:	<p>E/ U M M M M M M M H E Y B O N N I E ?</p> <p>E/ Y O U A L W A Y S A C T L I K E A L O N E R , R I G H T ?</p>
Action:	<p>W O B B L I N G .</p>
Timing:	

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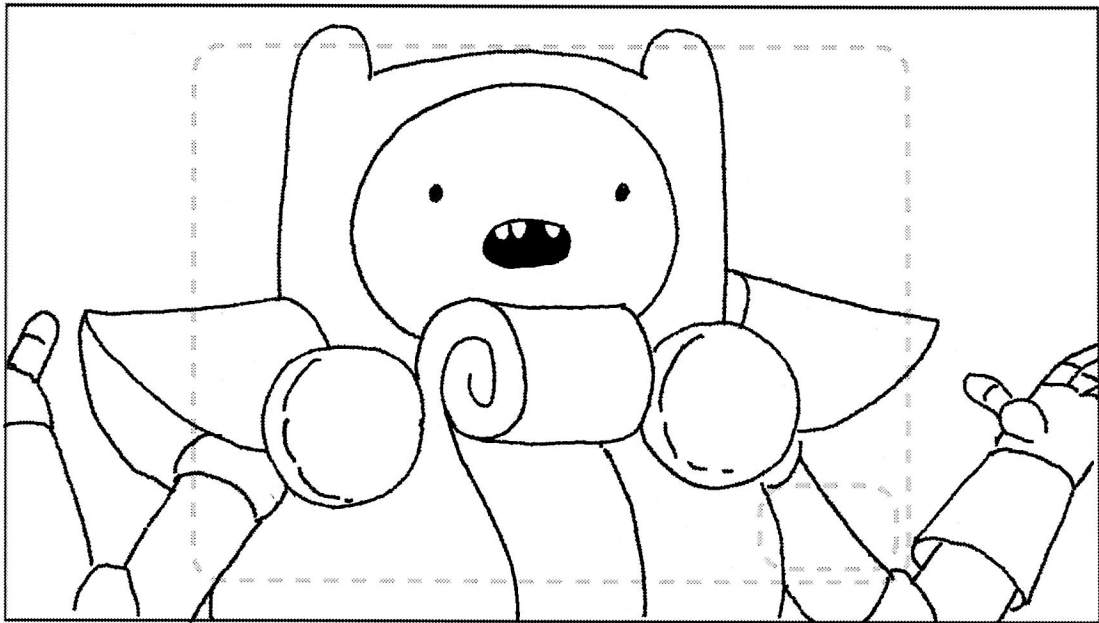
Page 222

Sc. 199

Pnl. B

Bg.

day night

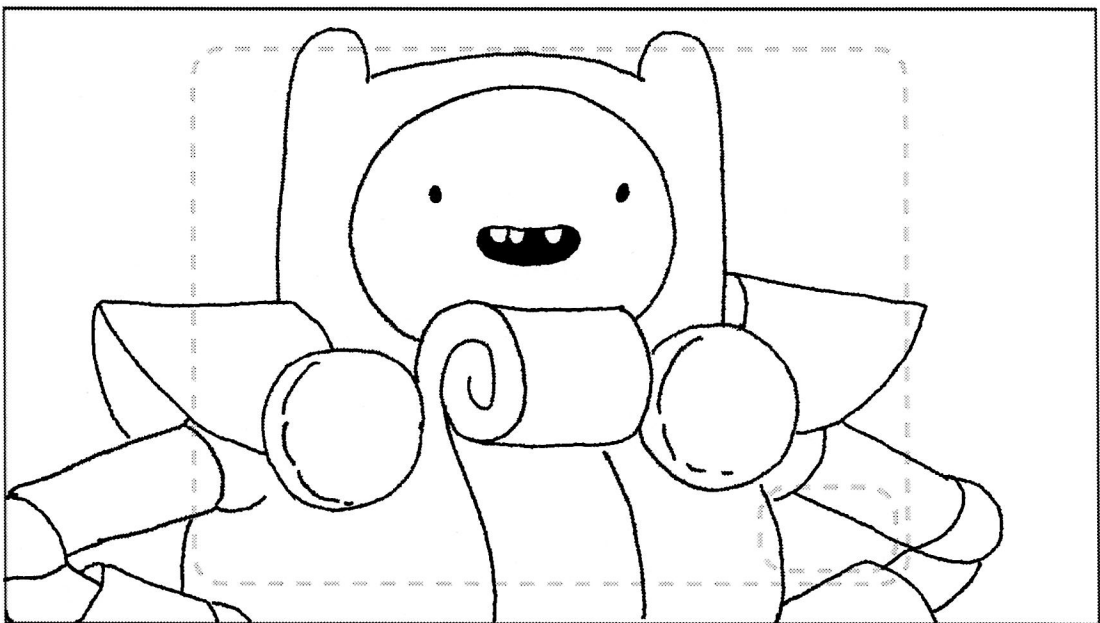


Sc. 199

Pnl. C

Bg.

day night



Dialog:

(F)

BUT NEXT TO YOUR BROTHER
YOU'RE THE LIGHT OF THE PARTY.

(F)

SORRY, "THE LIGHT OF
THE PARTY"

Action:

Timing:

EPISODE #

1034-209

Production :

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ADVENTURE TIME

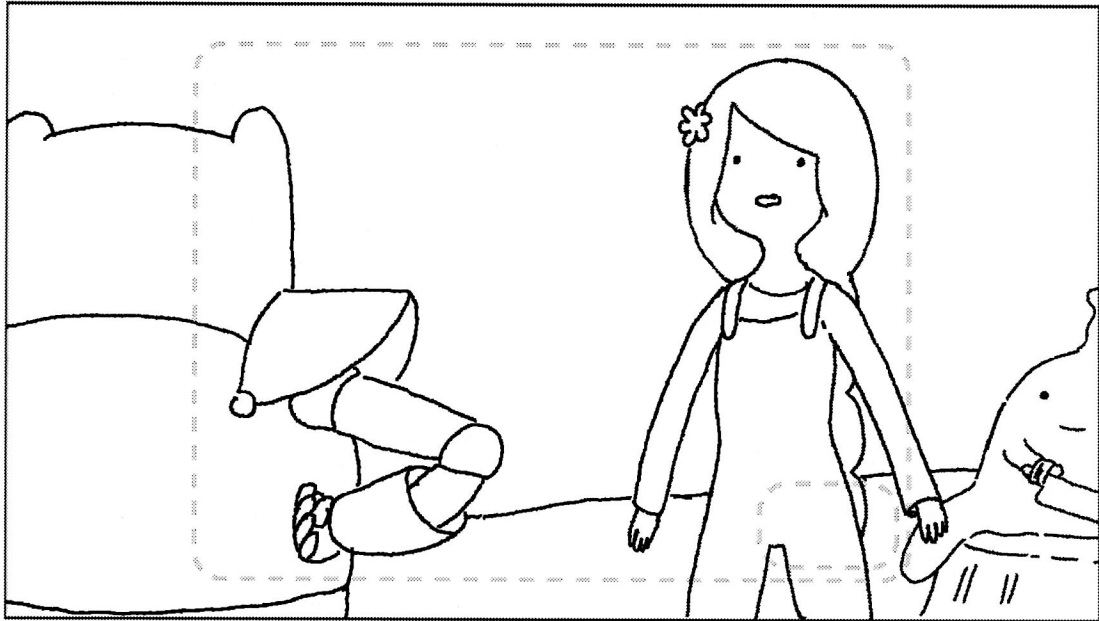


Sc. 160

Pnl. A

Bg.

day night

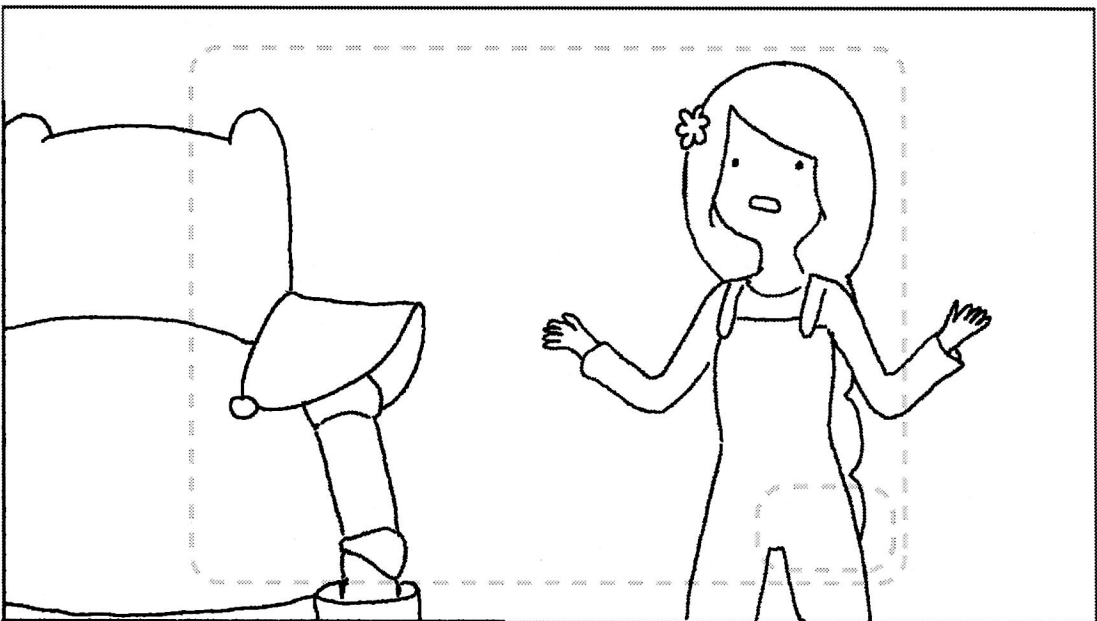


Sc. 160

Pnl. B

Bg.

day night



Dialog:

@ I MEAN,

@ (CONT) YEAH.

Action:

Timing:

EPISODE #

Production :

1034-209

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ADVENTURE TIME

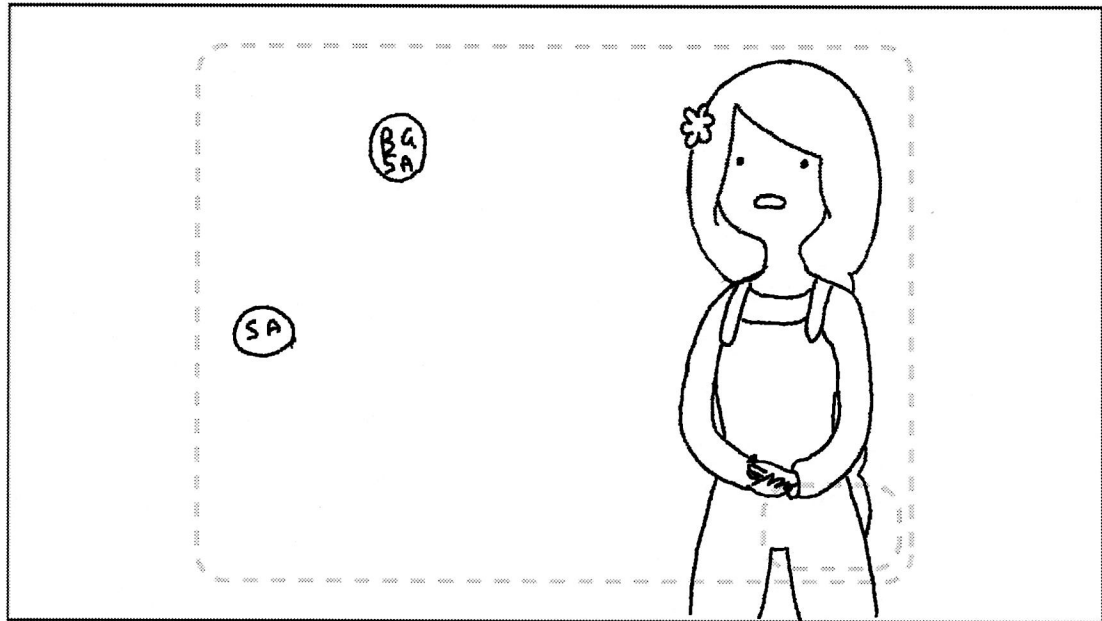


Sc. 160

Pnl. C

Bg.

day night

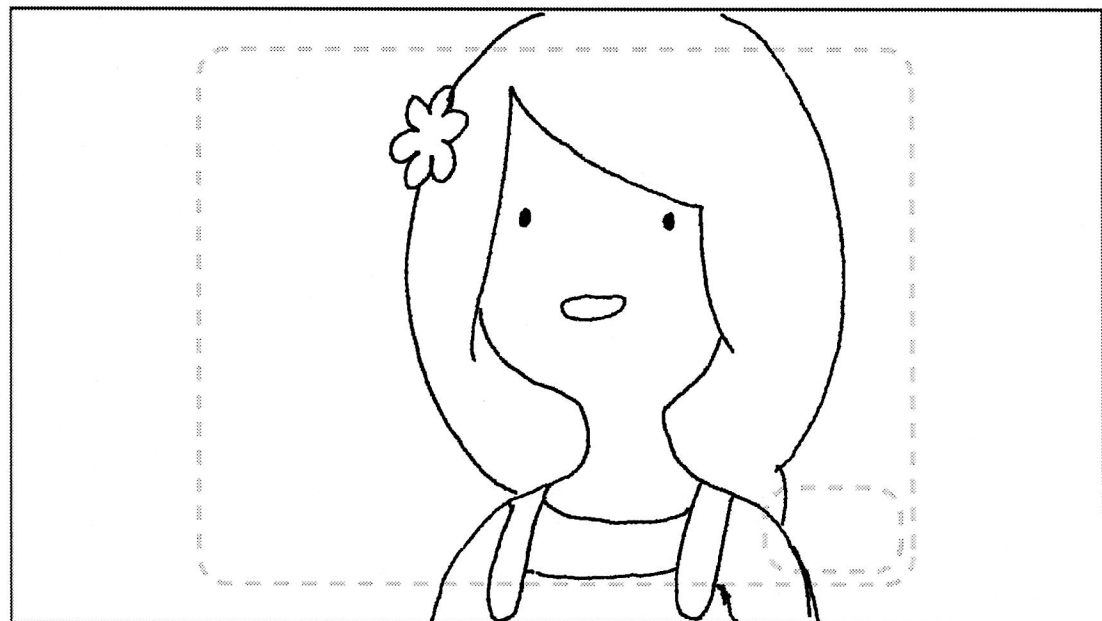


Sc. 161

Pnl. A

Bg.

day night



Dialog:
① ONE OF THE FIRST THINGS I DID,
AFTER MAKING SURE NEDDY WAS SAFE,
WAS TO START MAKING THE
CANDY PEOPLE.

① I WAS FORMED IN THE
TECHNOGUM, MY MIND AND MY
GUM WERE IN TOUCH WITH

Action:

Timing:

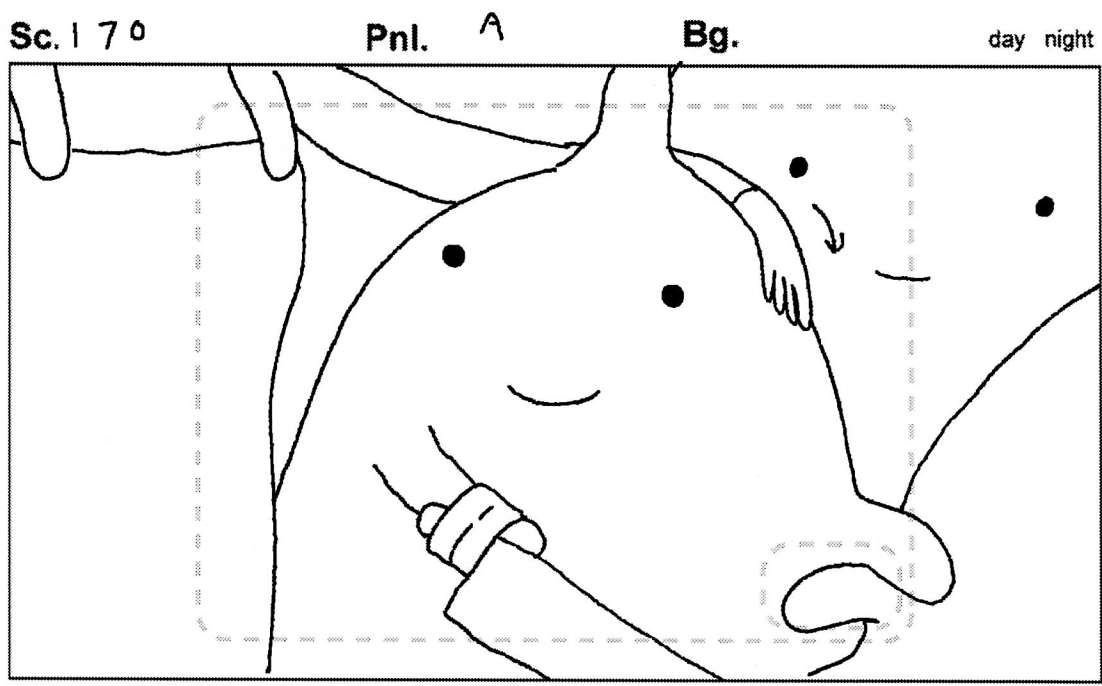
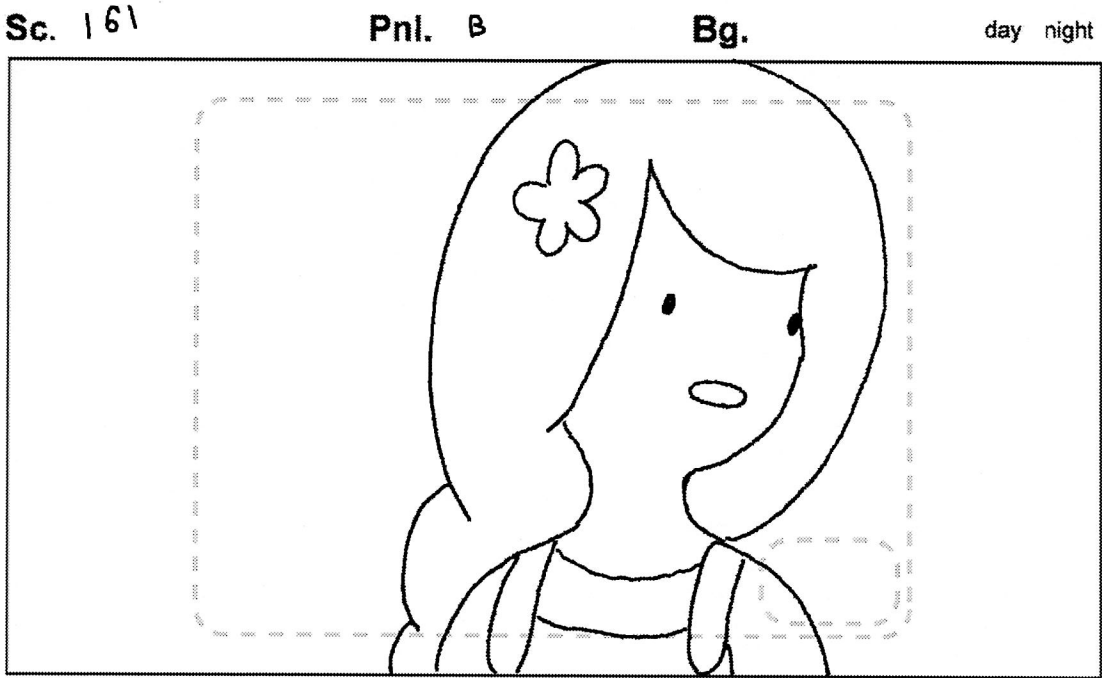
1034-209

EPISODE #

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ADVENTURE TIME



Dialog:	<p>Ⓑ DOZENS OF OTHERS, LIKE A CROWDED WOMB.</p>	<p>Ⓑ I GUESS I MISS THAT.</p>
Action:	<p>PUTS HAND AROUND BLOB.</p>	
Timing:		

EPISODE # 1034-209
Production :

ADVENTURE TIME

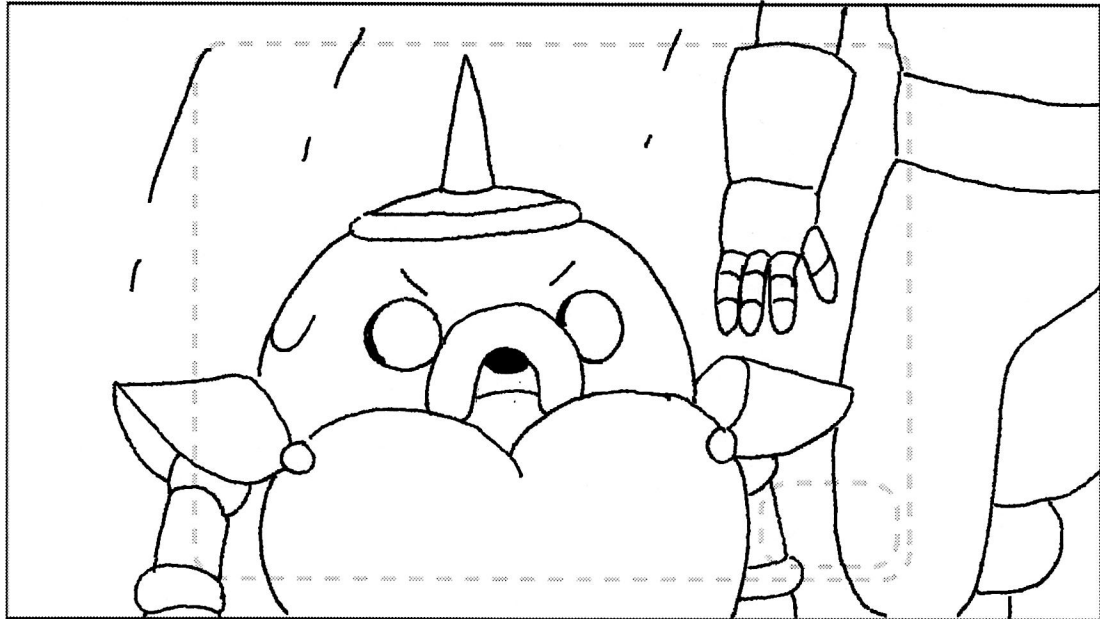


Sc. 171

Pnl. A

Bg.

day night

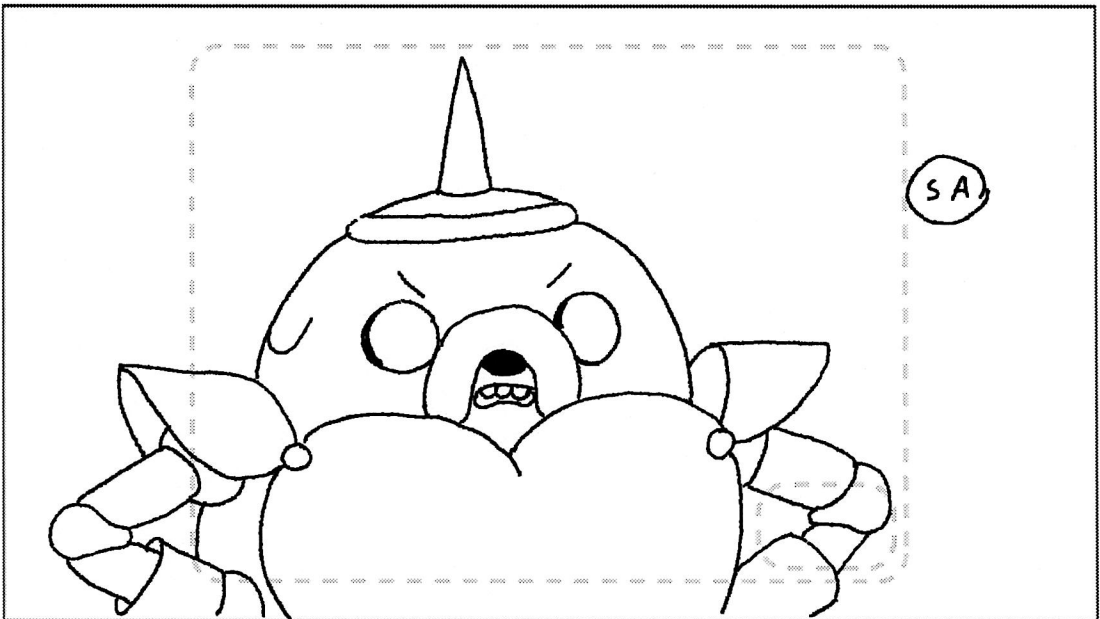


Sc. 171

Pnl. B

Bg.

day night



Dialog:

Q/ BUT NEDDY 'S FROM THE SAME
PLACE YOUR FROM AND HE'S
A WET HOT DOG AROUND EVERYONE.'

Action:



INEXPLICABLY ANGRY

Timing:

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Production :

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ADVENTURE TIME

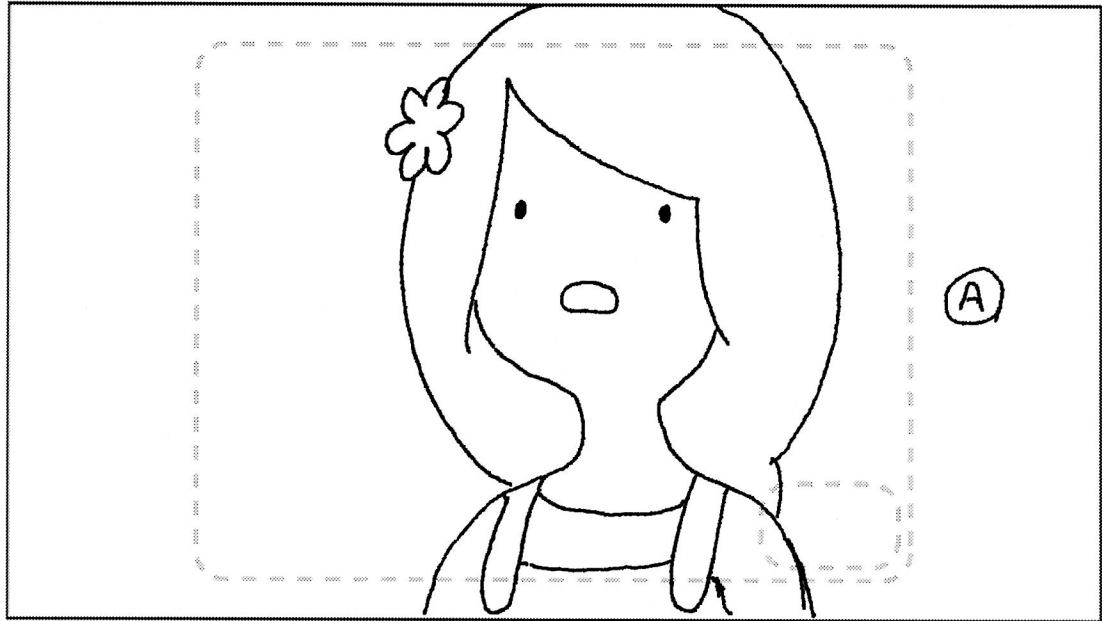


Sc. 172

Pnl. A

Bg.

day night

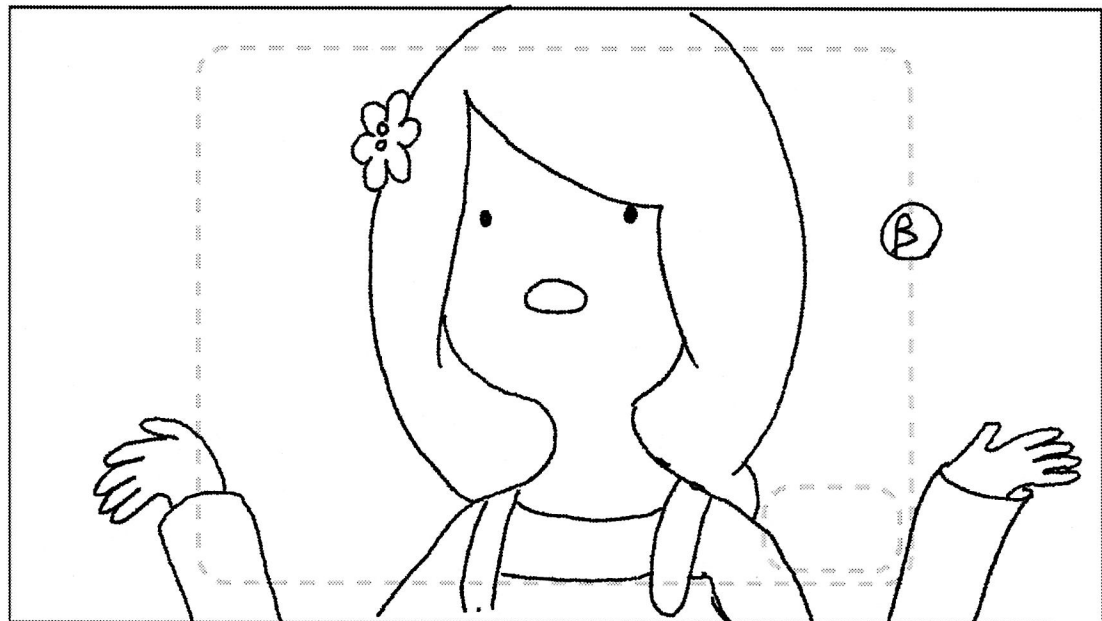


Sc. 172

Pnl. B

Bg.

day night



Dialog:

(B) I DON'T KNOW, PEOPLE GET BUILT DIFFERENT. WE DON'T NEED TO FIGURE IT OUT, WE JUST NEED TO RESPECT IT.

Action:

Timing:

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Production :

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ADVENTURE TIME

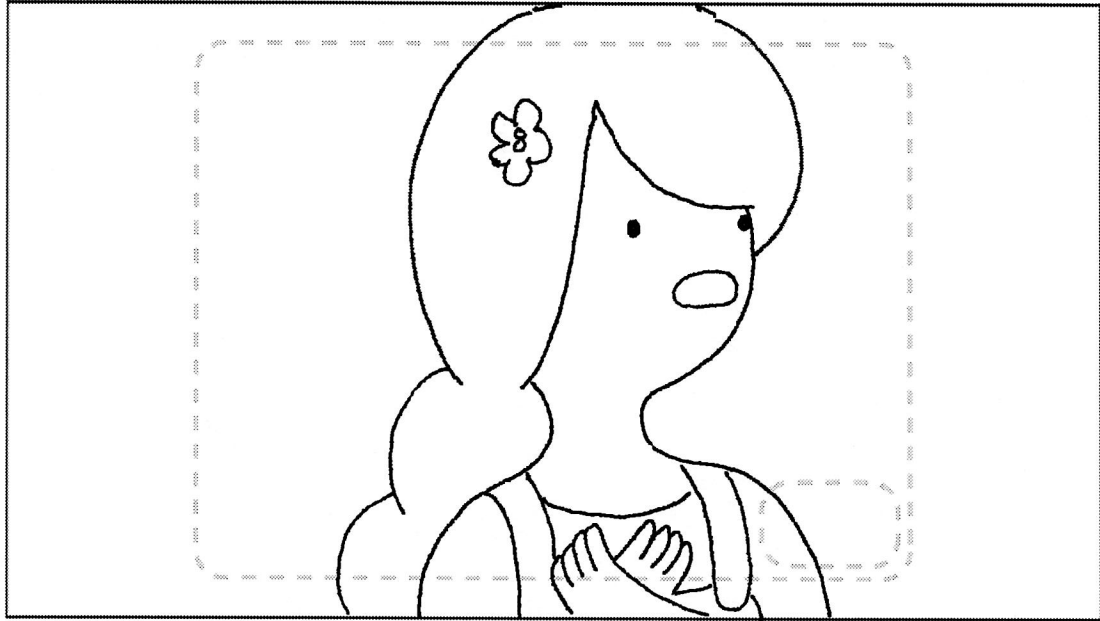


Sc. 172

Pnl. C

Bg.

day night

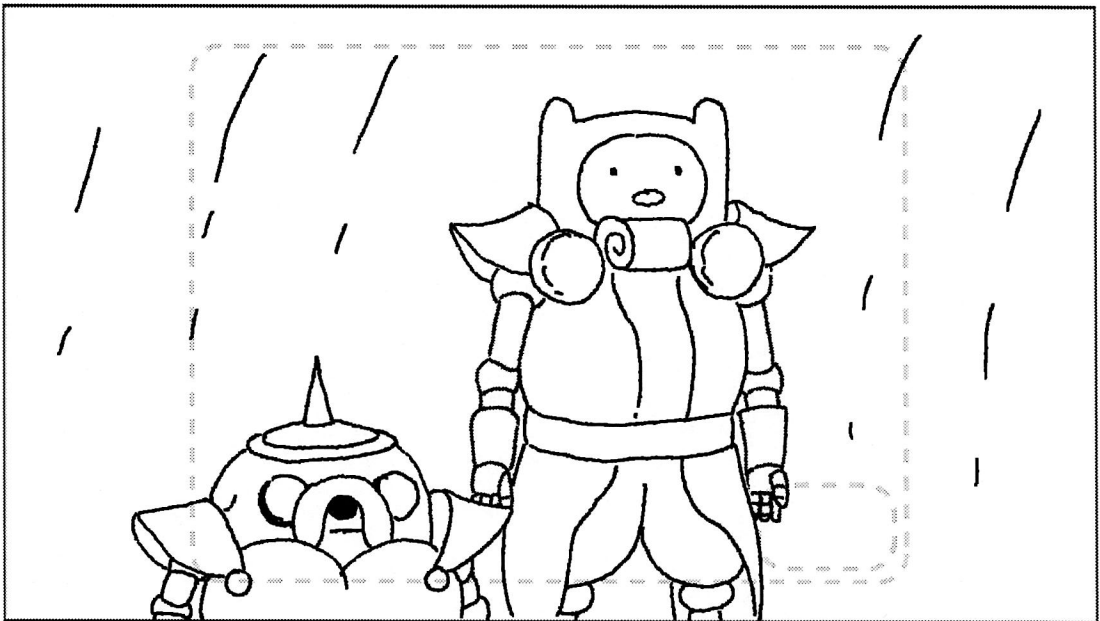


Sc. 173

Pnl. A

Bg.

day night



Dialog:

(B) .. MAYBE HE'S LIKES HIS
OWN COMPANY BETTER THAN I
LIKE MINE.

(F) DO YOU MISS THE
CANDY PEOPLE?

Action:

Timing:

EPISODE #

Production :

1034-209

ADVENTURE TIME



Sc. 174

Pnl. A

Bg.

day night

Sc. 174

Pnl. B

Bg.

day night

Dialog:
Action:
Timing:

SHRUGS.

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ADVENTURE TIME



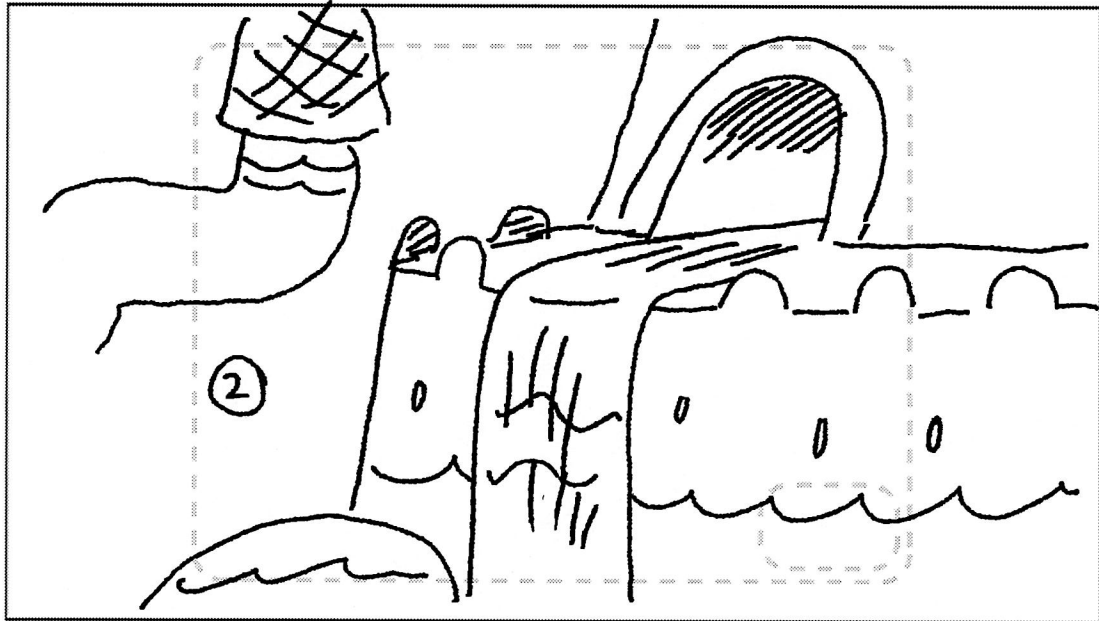
Page 230

Sc. 179

Pnl.

Bg.

day night

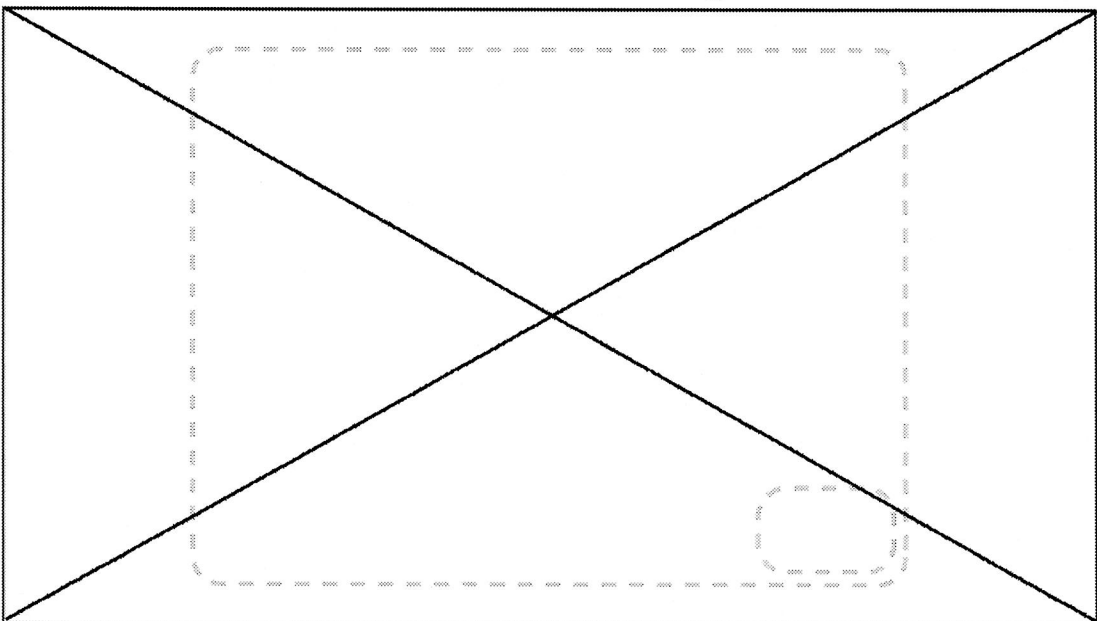


Sc. -

Pnl. -

Bg. -

day night



Dialog:

Action:

REUSED BG FROM TOM'S SECTION.

Timing:

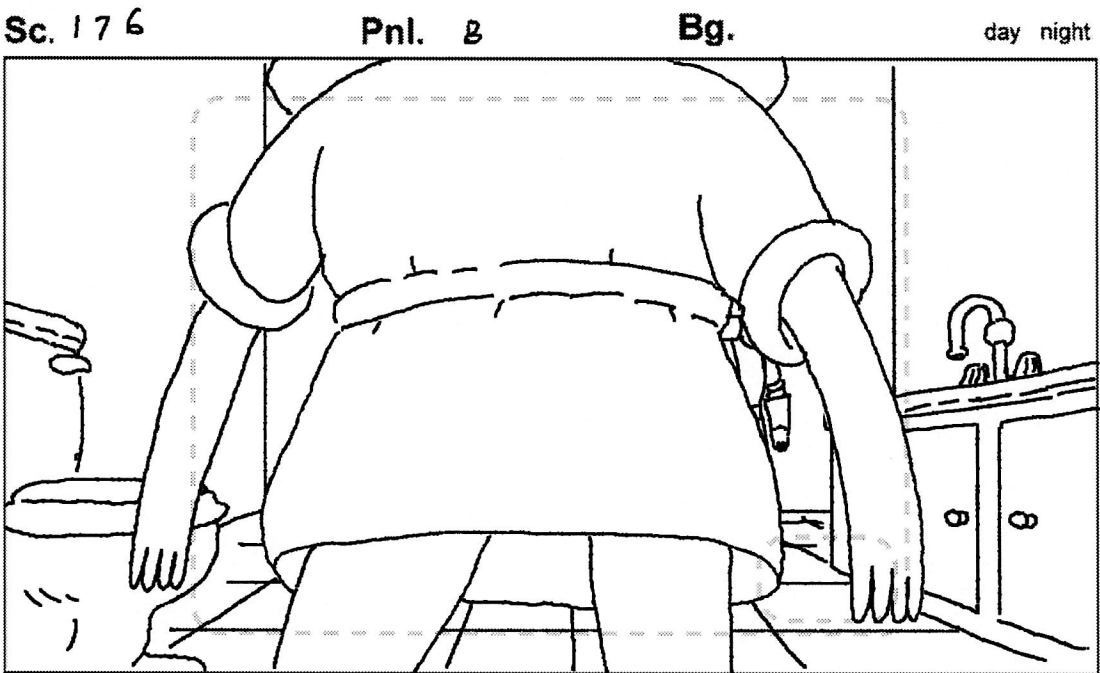
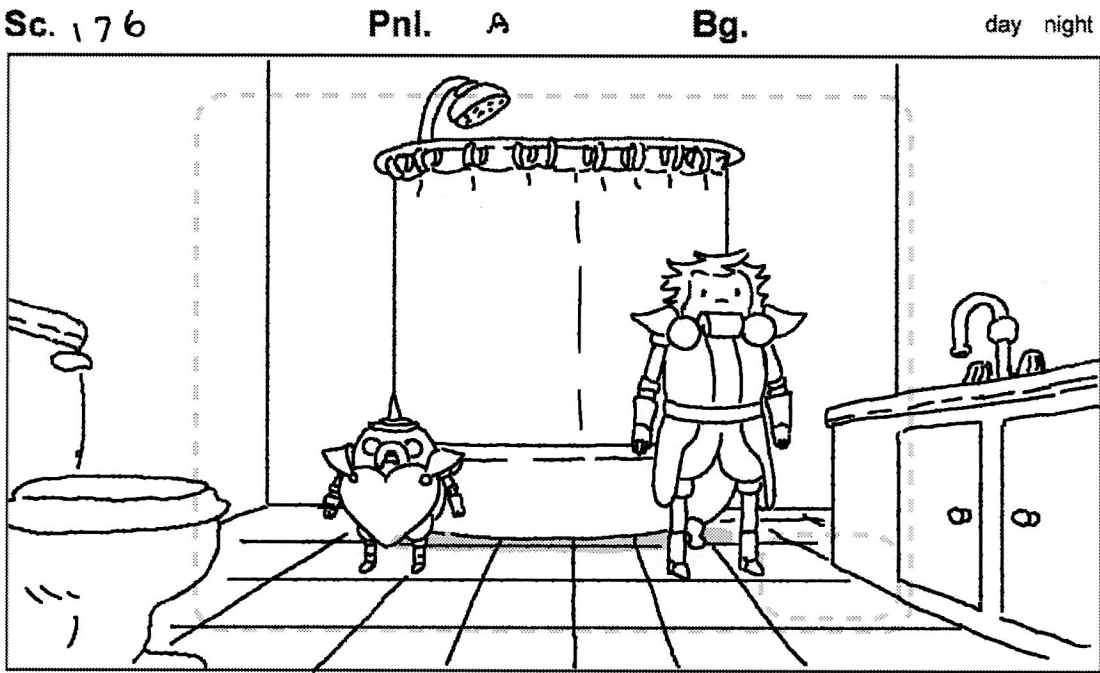
EPISODE #

Production :

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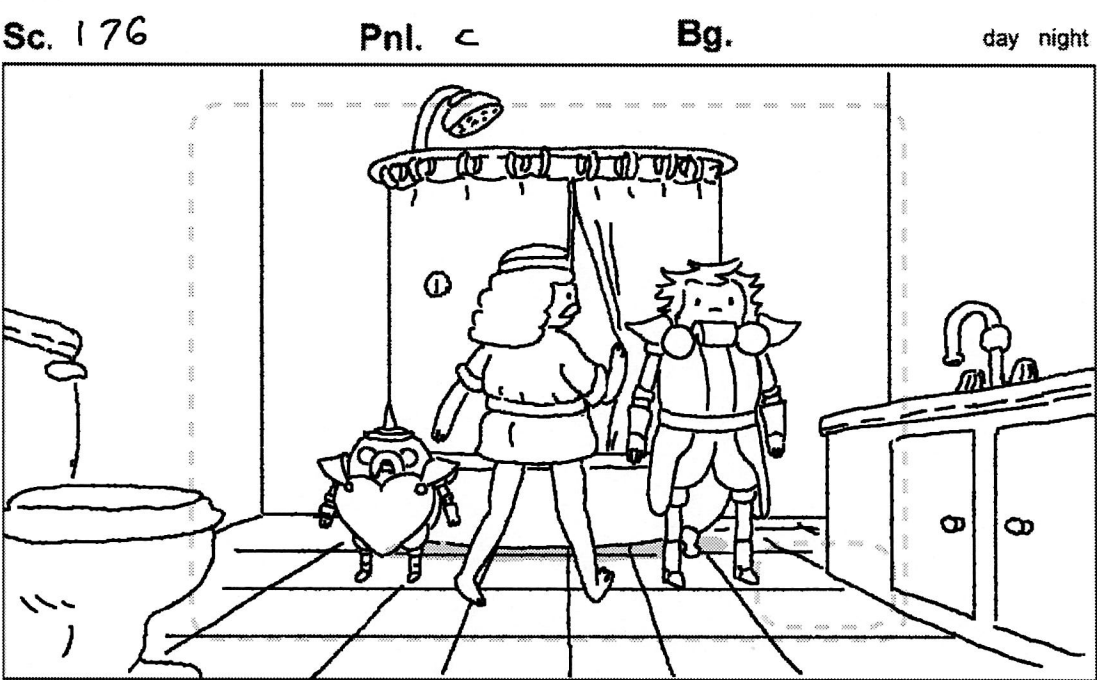
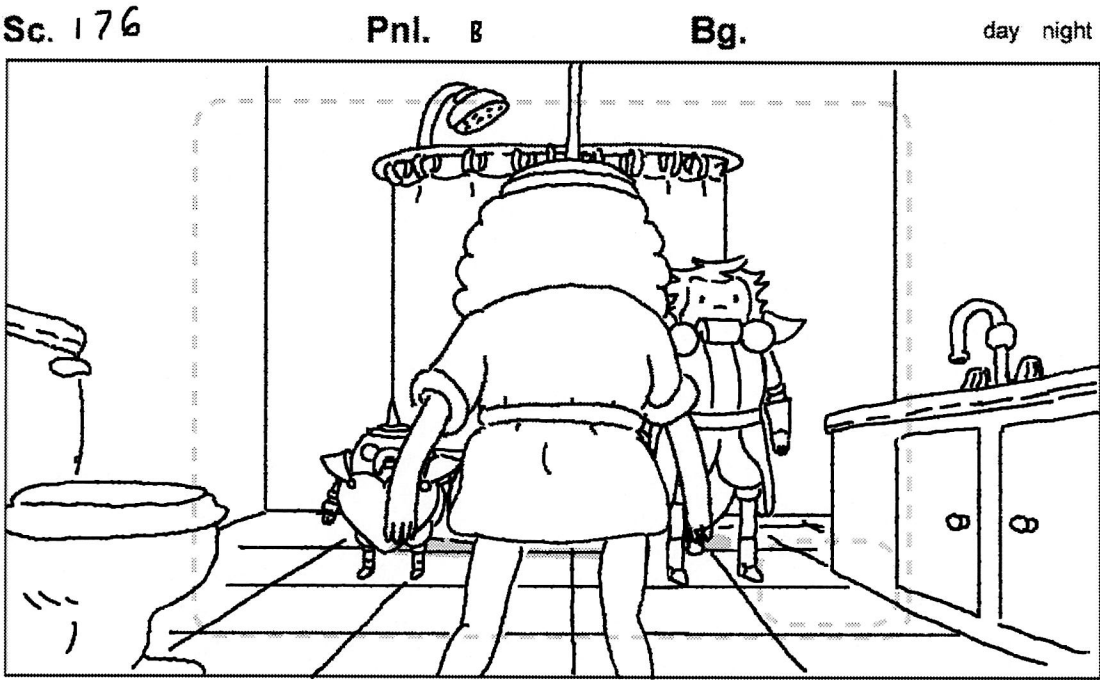
ADVENTURE TIME



Dialog:	(KOO) HEY BABA-LOUS, GOOD THING -
Action:	
Timing:	

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ADVENTURE TIME



Dialog: (HOO) (CONT.) THAT JUICE IS BACK ON. (HOO) I WAS MAKING A MINT BUT, HOO DOGGY.

Action: WHAT A SWAGGER. ②

Timing:

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ADVENTURE TIME

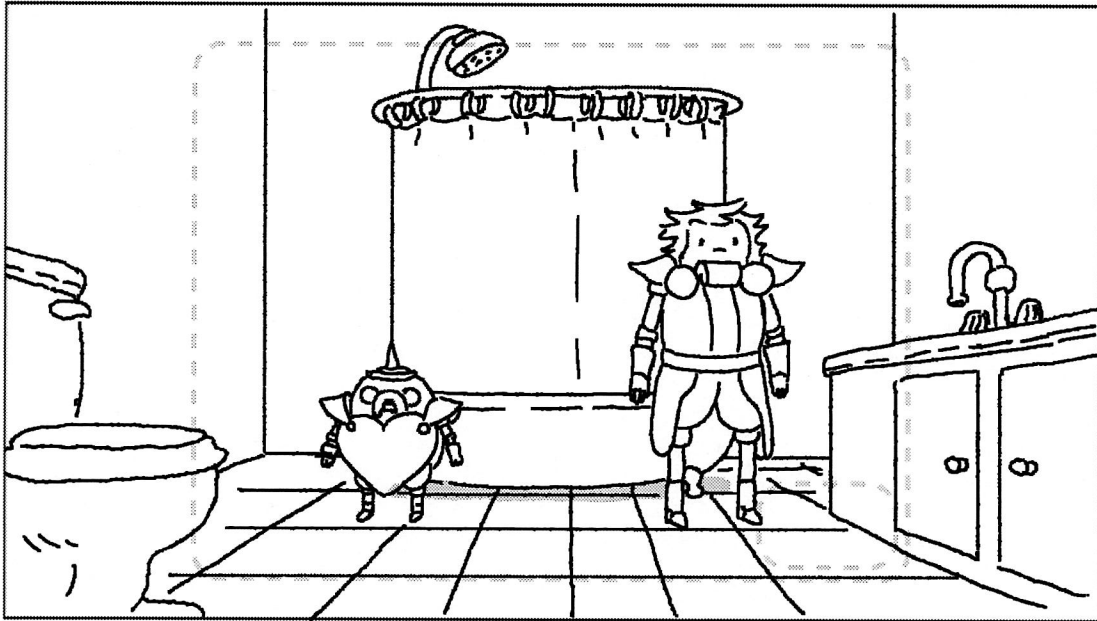


Sc. 176

Pnl. D

Bg.

day night

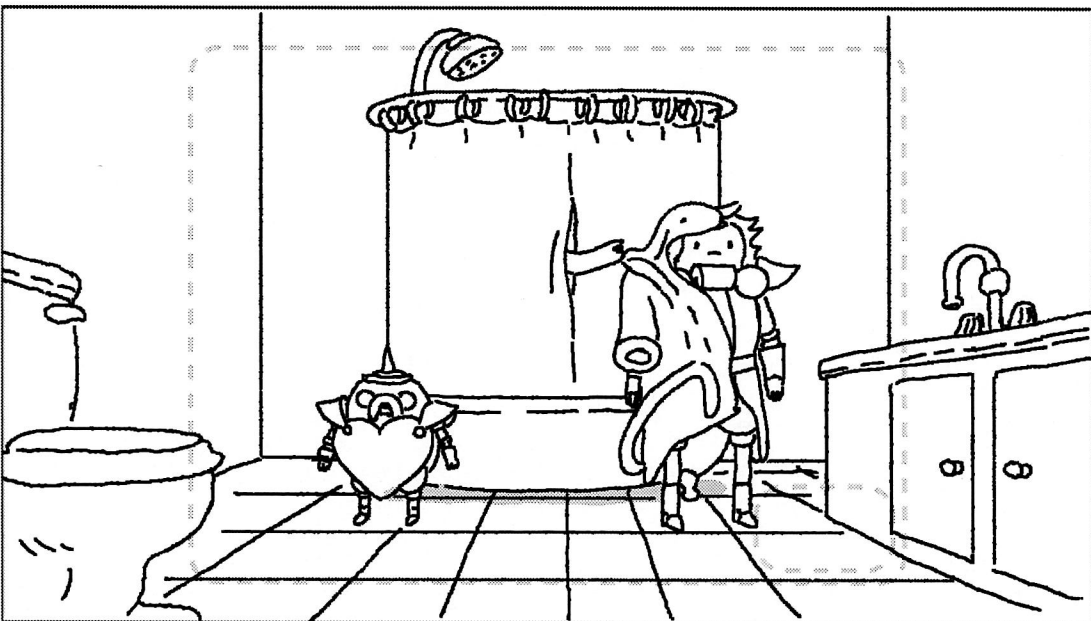


Sc. 176

Pnl. E

Bg.

day night



Dialog:

(KOO) (CONT) MY CANDLES WERE
STARTIN' TO TURN.

(KOO) THANKS JAKE.

Action:

Timing:

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Production :

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ADVENTURE TIME

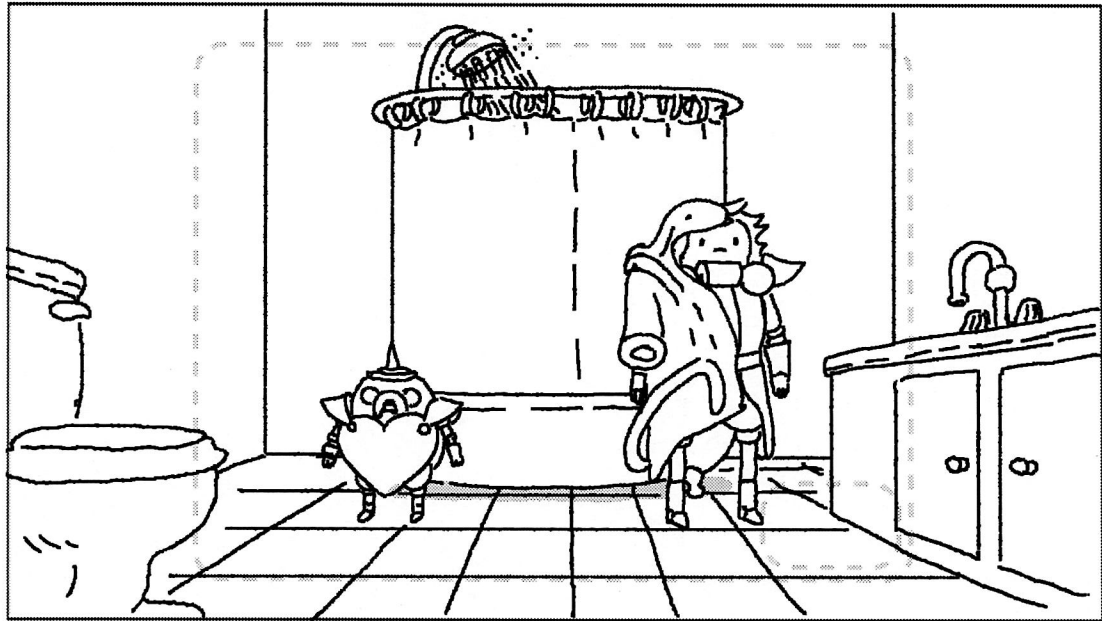


Sc. 176

Pnl. F

Bg.

day night

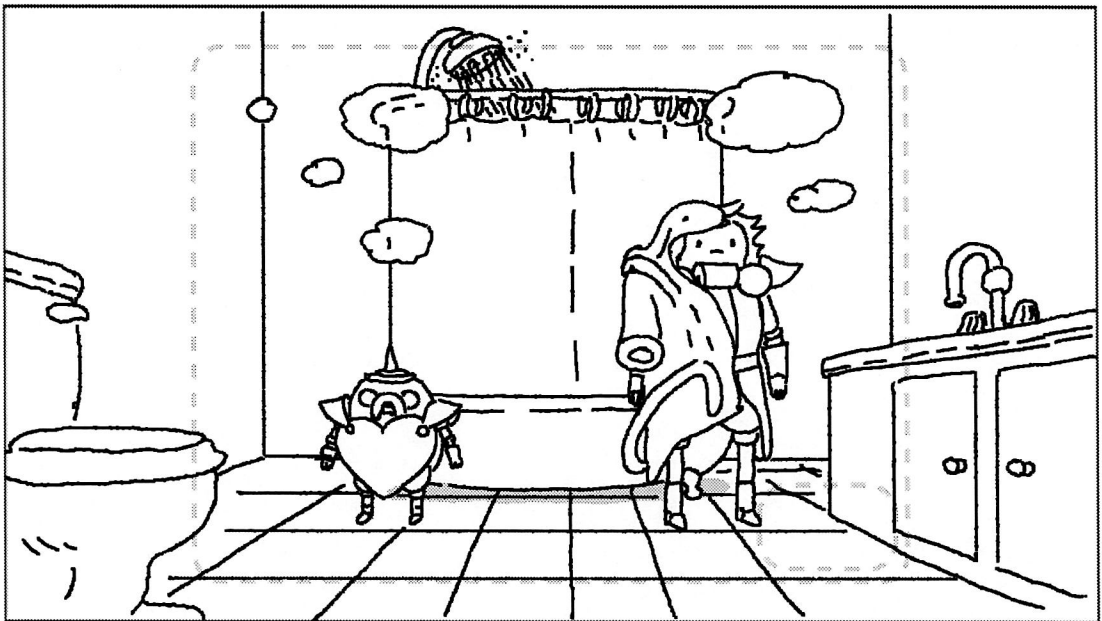


Sc. 176

Pnl. G

Bg.

day night



Dialog:

(SFX) SHOWER TURNS ON

(MOO)

AHM, THAT'S THE STUFF.
HEY, DO YOU KNOW IF I
CAN DRINK THIS? LIKE, IS

Action:

IT LIKE WELL-WATER?
GOOD FOR BATHING BUT
NOT SO GOOD FOR DRINKING?

Timing:

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Production :

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ADVENTURE TIME

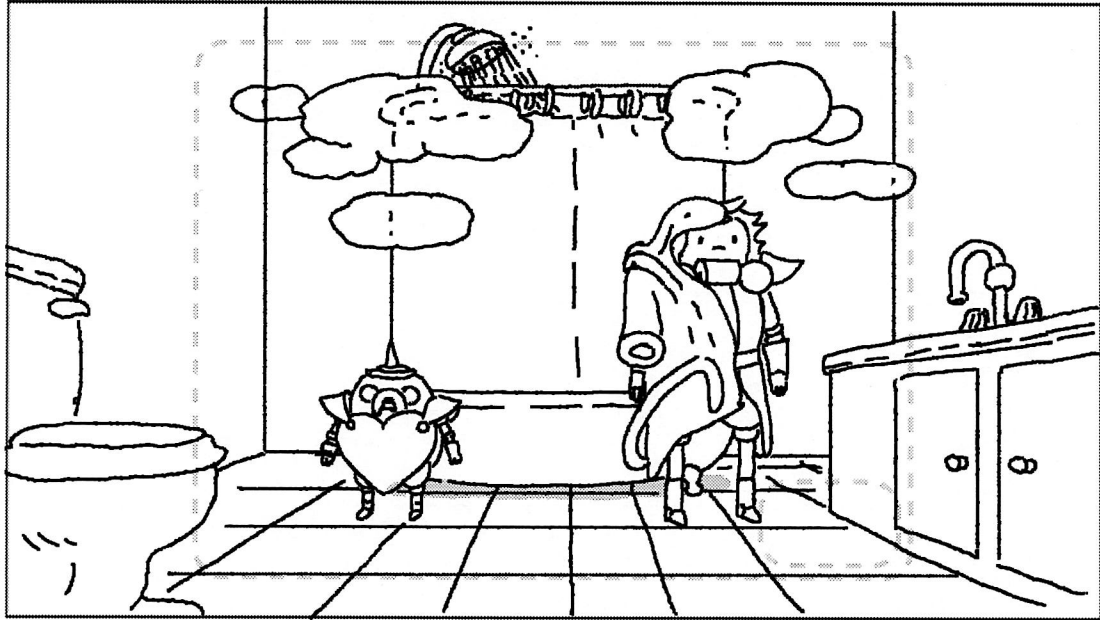


Sc. 176

Pnl. H

Bg.

day night

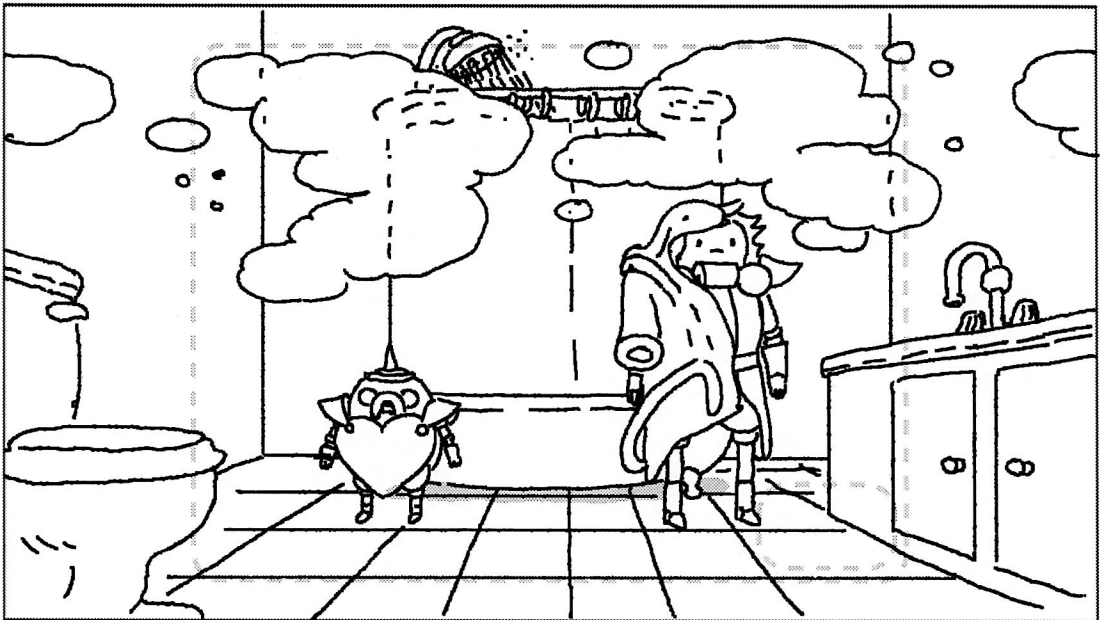


Sc. 176

Pnl. I

Bg.

day night



Dialog:

KOO O.K. YOU KNOW WHAT, I'M
GOING FOR IT.

SFX = DRINKING =
= SPITS =

Action:

Timing:

EPISODE #

Production :

1034-209

ADVENTURE TIME

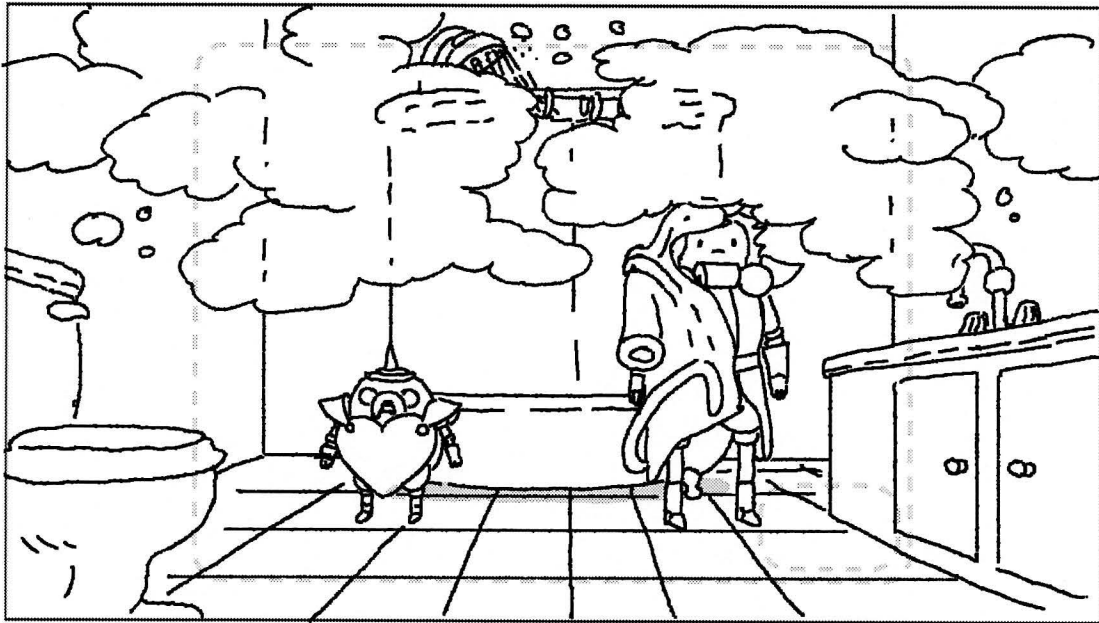


Sc. 176

Pnl. J

Bg.

day night



Dialog:	(Koo) WUAH! WEW! YUP IT TASTES JUST LIKE YOU'D THINK. HAVE YOU GUYS TRIED THIS? IT'S LIKE MILK AND FRUIT PUNCH GOT
Action:	IN A STREET FIGHT, AND THE ONE'S FINGER ACCIDENTALLY GOES IN THE OTHER ONE'S MOUTH.
Timing:	

Production :

EPISODE #

1034-209